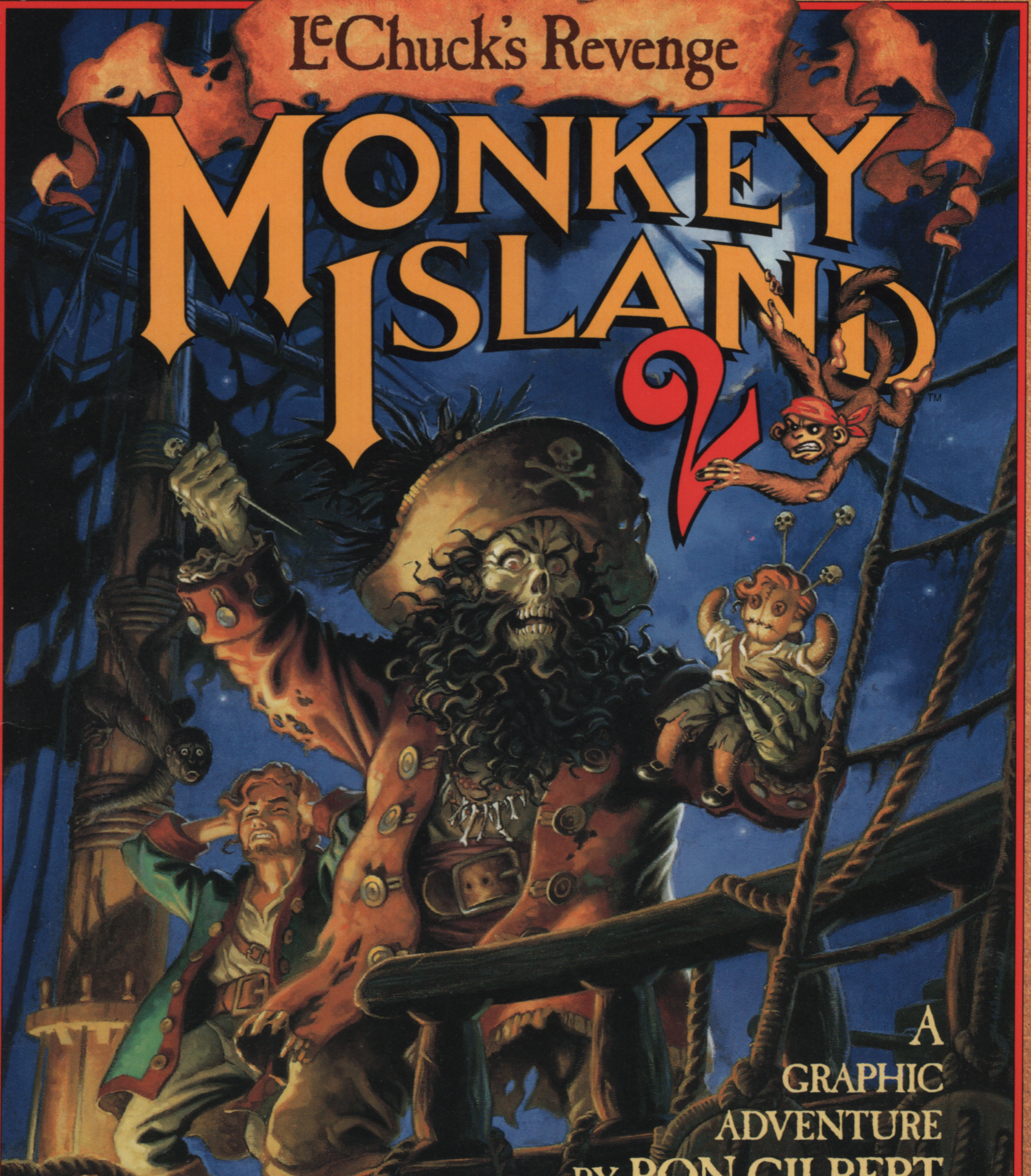
LeChuck's Revenge

MONKEY ISLAND 2™



A
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HINT BOOK

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Special thanks to George Lucas

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A MONKEY ISLAND 2: LECHUCK'S REVENGE WALK-THROUGH

INTRODUCTION

This hint book is divided into several sections, each one with different kinds of information to get you through *Monkey Island 2: LeChuck's Revenge* with a minimum of frustration and a maximum of fun. Here's what you'll find, and how to use it:

- The Hints section is the most helpful place to turn if you're bogged down on one particular puzzle. It is divided into two sections—one for Easy Mode (Monkey 2 Lite) and the other for Regular Mode. Skim the appropriate section until you come to the place in the game where you got stuck, then use the red decoder strip to read the hints.

The first hint gives you minimal information—just enough to get you pointed in the right direction. The second one is more specific, the third even more so, and so on until the final hint, which spells out the entire solution.

- The Maps section helps you find your way around Guybrush's corner of the Olde Caribbean. The island charts help you make sure that you haven't missed any important locations. You can also find a map of the Dinky Island Underground here.

- The Useful Objects list is a list of all the Useful Objects to be found throughout the game. We also tell you where to find them, and how to use them. This list alone contains solutions to most of the puzzles in the game, so don't spend too much time reading through it if you really intend to solve some of the puzzles on your own.

- A good part of this book is taken up by Volume II of the Memoirs of Guybrush Threepwood, a ponderous tome that has questionable literary value, but may be helpful if you want to move through the game quickly, or prop up the end of your coffee table. Exhaustive as this walk-through appears, it won't show you everything in the entire game, but you'll still get to see all of the nifty puzzles and graphics. The walk-through corresponds to the Regular play level.

This book contains the collected knowledge of all the Lucasfilm testers, programmers, and writers who worked on *Monkey Island 2: LeChuck's Revenge*. Use it carefully (like many good things, it's best in small doses), and above all, have fun!

Hints for Easy Mode

(Monkey 2 Lite)

Part One:
The Largo Embargo

Welcome to Woodtick

How do I keep from getting mugged by the guy on the bridge?

You don't. No matter what you do, he's going to empty your pockets.

What do I say to the woodsmith?

Be polite.

He has some useful information about the guy who mugged you.

What do I do at the cartographer's?

Hey, he seems nice enough. Talk to him for awhile.

Ask him about Largo, about Scabb Island, and about Big Whoop.

Help yourself to some of the paper on the pile near the bottom of the screen.

How do I talk to Mad Marty, the laundry guy?
He doesn't seem to understand a word I say.

You don't.

The only thing Marty understands is laundry.

What do I say to the three Men of Low Moral Fiber?

Almost anything you like. They're old friends.

They're interesting to talk to, but they don't have anything you need.

Everybody wants to get rid of Largo LaGrande. But how?

A voodoo doll might do the trick.

Go talk to the Voodoo Lady at the International House of Mojo.

She's located in the swamp on the eastern edge of the island.

That's a great close-up of Largo spitting in the bar. Is this important?

Yes, the spit is important.

You need it for the Voodoo doll.

How do I get the spit off the wall?

You'll need something with which to pick it up.

Use the paper that you picked up at the cartographer's to wipe the spit off the wall.

Give the spit-encrusted paper to the Voodoo Lady as one of the ingredients for Largo's voodoo doll.

How do I get into the bar's kitchen?

Talk to the bartender.

Tell him you want a job.

What do I need from the kitchen?

There's a knife on the kitchen table.

The innkeeper at the Swamp Rot Inn doesn't seem too friendly. How do I deal with him?

If you can get him to leave his desk, you'll have the place to yourself.

Ever wonder what would happen if that alligator got loose?

Use the knife you stole from the bar's kitchen, and cut the alligator's rope.

There doesn't seem to be anything very interesting at the Inn.

You may want to visit the room up the little flight of stairs at the far left.

It's Largo's room.

The Voodoo Doll

I'm at the swamp. What do I do now?

You'll need a boat.

That coffin looks…er, swampworthy.

Get in the coffin and row to the right.

The International House of Mojo is inside the giant wooden skull. Row into the skull's mouth to enter it.

What do I say to the Voodoo Lady?

Treat her like an old friend—because she is.

Tell her about your problems with Largo, and your interest in Big Whoop.

Ask her how to make a voodoo doll of Largo.

How do I get a sample of Largo's hair?

Take another look around his hotel room.

Take the toupee on the dresser.

I need a piece of Largo's clothing. How do I get it?

Look around his room.

There's a clean white folded shirt on his bed. Take it.

The Voodoo Lady wants some of Largo's bodily fluids. Gross! What do I do?

Spit will do just fine.

The Bloody Lip Bar & Grill doesn't have a spittoon.

Go to the bar and ask the bartender how business is going. Watch Largo come in and spit on the wall. Use the the piece of paper you took from the cartographer to wipe up the green glob of spit.

I need a bone from one of Largo's ancestors. Where can I find one?

Try the cemetery on the southeastern edge of the island.

But first, you'll need a shovel.

There's a shovel attached to the sign near the Woodtick bridge.

Largo's relative is buried at the top of the hill.

Marco LaGrande is buried under the large gravestone on the far left. Use the shovel to dig up his bones.

I've got the doll. Where do I find Largo?

Try his hotel room.

Largo got away with my souvenir lock of LeChuck's beard. How do I get it back?

You don't.

Off to Sea with Captain Dread (Or, "Money—That's what I want, mon.")

Now that Largo's out of the picture, how do I get off this rock?

You'll need to charter a ship.

Bart and Fink are still camping on the beach where you began. You might ask them to refer you to someone.

Go talk to Captain Dread. He lives on the peninsula on the southwest corner of the island.

How do I get the money to charter Dread's ship?

You may actually have to get a job.

There's an opening at the Bloody Lip Bar & Grill.

Talk to the bartender. Tell him you are interested in a job.

I don't know how to cook. What do I do after I get the kitchen job?

You've already got enough in your pocket to pay Dread.

Don't just stand there. Leave through the window!

Where do I sail next?

It doesn't matter much. Eventually, you'll have to visit all three islands.

Flip a 3 -sided coin.

Part Two:
The Four Map Pieces

NOTE: You can acquire the four map pieces in any order.

General Hints

Where are the four map pieces located?

One map piece is in Governor Elaine Marley's mansion on Booty Island.

Another is on display at the antique dealer's shop on Booty Island.

On Phatt Island, there's an old retired pirate, Rum Rogers, who's hiding one of the pieces in his basement.

One of the pieces is in a crypt in the Scabb Island cemetery.

I get arrested when I step off the dock at Phatt Island. What can I do about it?

Nothing.

How do I get out of the Phatt Island jail?

You'll need to get the key from the jailhouse dog, Walt.

If you had a bone, you could use it to get Walt to come to you.

There's a stick under the mattress. Use it with the bone of your late, lamented cellmate. Give the bone to Walt, pick up the keys, and use the keys in the door to let yourself out.

I'm at the Big Tree on Booty Island and I just had the weirdest dream, but I can't remember the important details. What should I do?

Check the paper you used to pick up Largo's spit.

The song lyrics are on the paper. You only need them in Regular mode.

The Governor's Map

The guard won't let me in the Governor's Mansion on Booty Island. How do I get through?

There's a Mardi Gras masquerade party going on.

No one is allowed past the kiosk without an invitation and a costume.

Where do I get an invitation to the party?

You might try to win one…

…in a game of roulette.

There's a makeshift casino in an alley near the Phatt Island library. One of the prizes you can win is an invitation to the party.

It doesn't matter what number you pick. You'll always win.

Where do I find a costume?

It's probably best to inquire at a costume shop.

There's one in Ville de la Booty, on Booty Island.

The guy in the costume shop won't give me the time of day. He says all the costumes are reserved.

Try to convince him that one of the costumes is reserved for you.

If you give him your invitation to the Governor's party, he might be more helpful.

This costume is really dumb. Can I get something a bit more…pirate-like?

No.

You're stuck with it.

On the other hand, you do look very fetching in pink…

I'm inside the mansion, at last. How do I get the map?

It's hiding in plain sight.

Look at the artwork on the wall over the fireplace.

Just walk over and pick it up off the wall.

The Antique Dealer's Map

I'm in the antique shop. Where's the map?

Look around his shop.

Look on the display case.

I found the map. How do I get it?

Tell the antique dealer you want to buy it.

Rum Roger's Map

Where do I find Rum's house?

Start by going to the dried- up waterfall in the northwestern part of Phatt Island.

I'm at the bottom of the waterfall. What do I do now?

Go through the large hole near the bottom.

Nobody's home. Now what?

Look around the house.

There's a trap door on the floor. Open it.

Take the map piece out of the skeleton's hand. Exit the basement through the hole on the left.

The Crypt Map

How do I know which crypt the map piece is in?

It's the only one your key will work in.

The crypt key is hanging on the back wall of Stan's Used Coffin shop.

Stan won't give me time to speak, let alone ask for the key. What can I do?

With Stan, actions speak louder than words. Maybe you can find a way to restrain him.

For instance, you could nail him into one of his own used coffins…

You need the hammer and nails from the woodsmith in Woodtick. Go to Stan's shop, and get him to give you a demo. When he sits inside the coffin, close the lid and use the hammer and nails to shut him up, and then go get the key.

I'm inside the crypt. Which coffin is Rapp Scallion's?

Rapp was an eminently quotable pirate-philosopher. You can read all about him at the library.

Compare the quotes on the tombstones with those in "Famous Pirate Quotations," and it will soon be clear which coffin is Rapp's.

I found Rapp's coffin. What should I do next?

Open the coffin and pick up the map.

Putting the Pieces Together

This map's all in pieces. I can't read it. How am I going to find Big Whoop?

Ask someone who knows about maps.

Wally the cartographer might be able to help. Go there and give him a map piece.

Wally won't help me unless I do him a favor. Do I really have to do this?

Yes, you do.

Aaaaaagh! Wally and my map are gone! Where did they go?

The note carved in Wally's desk says it all.

You'll need to find out where LeChuck went.

You could start by checking out the big crate on the shore of the swamp.

Use the crate to get to LeChuck's Fortress.

PART THREE: LeCHUCK'S FORTRESS

This place is REALLY creepy. What should I do first?

Wally would know. It's probably best to start by looking for him.

Where's Wally?

He's in the dungeon. It's up the staircase to the far right of the crate.

Follow the staircase up to the hallway. When you get to the crossroads, walk along the front right passage. Don't take any detours!

Keep going to the right, and you'll eventually arrive at the dungeon. Wally's in the cell.

How do I find LeChuck's office?

Go to the crossroads. It's down one of the four passageways.

It's the back left passageway.

How do I get through that enormous door?

Don't bother with your various keys. None of them will work in the door.

Fun fact: LeChuck has an enormous dog…

…and an enormous dog door. Go through it to get into the office.

I'm in the office. Now what?

Pick up the key.

I'm hanging around in the dungeon with Wally, and it looks hopeless. How do I get out of this mess?

Ask Wally for help.

I can't see a thing. Are we dead, or just lost in the dark? And what can I do about it?

Maybe if you lit a match, you could find out…

There are matches in the pink juju bag.

PART FOUR: DINKY ISLAND

X Marks the Spot

This place is a lot better than LeChuck's fortress. But how do I find Big Whoop without the map?

You're not alone on this beach. One of your fellow castaways knows the answer.

And it's not Herman Toothrot.

The parrot knows the exact location, and will be delighted to tell you…for a price.

What does the parrot want? And how do I get it?

Would it help if we told you its name is "Polly"?

This parrot, like most parrots, wants crackers.

You'll find crackers in the barrel by the still.

I followed the directions, and found the big X! How do I get to the treasure?

First, you dig.

When you can't dig anymore, use dynamite to blast your way through.

Where do I get dynamite?

There's some in the box on the shore of the pond.

Take the rope off the box.

There's a crowbar on the beach. Use it to pry open the box and get the dynamite.

Light the dynamite with the matches, and throw it into the pit you dug.

The treasure is just out of reach. How can I get my hands on it?

Easy. Just swing over and pick it up.

Use the crowbar with the rope. Then, toss the rope over the twisted rods above your head. Within seconds, Big Whoop will be yours!

The Big Whoop Underground

I'm lost in the dark again. And I'm out of matches…

How about turning on the light switch?

It's located in the middle of the back wall.

How do I get LeChuck to cease and desist?

You could always fight fire with fire…

…and build your own voodoo doll.

After all, you have the Voodoo recipe for it, and you have the Voodoo Lady's juju bag.

I need one from the head…

A few strands from his beard would do nicely.

Rather than pulling them yourself, why not let the elevator door do the dirty work?

Go into the elevator. When he follows you, hit the lever and close the door on his beard.

The elevator won't work. Whenever I go into it, and try to close the door, it just shakes.

You'll need to lighten up a bit. It only holds 1000 pounds.

The helium tank next to the Grog machine may be useful here.

Go get a balloon from a box in the storage room.

You'll also need the surgical gloves from the first aid room. They are in the trash can.

Inflate the balloon and both gloves with helium,
and you'll be light enough to work the elevator.

I need one from his threads…

This means you have to get close enough to touch him. Try distracting him.

Hit the coin return on the Grog machine, but don't pick up the coin.

When LeChuck bends over to pick up the coin,
quickly pull his underwear to give him a wedgie.

…One from the dead…

If LeChuck is really your brother, then *your* parents' bones will work.

The remains of your folks are in the first aid room.

Dad's not using his head anymore, so feel free to help yourself.

…And one from the body.

LeChuck sure slobbers a lot, doesn't he?

When he appears, quickly offer him Stan's clean, white hanky.
This is not as easy as it sounds, so keep trying.

I've got ingredients from the Four Basic Voodoo Groups. What now?

If you don't have a doll, you need to get one.

There's a box o' dolls in the storage room.

Put the generic voodoo doll into the juju bag with the other four ingredients.

I don't have the pins the Voodoo Lady gave me. Will something else work?

Yes. Something sharp.

Like maybe the syringe in the drawer in the first aid room.

HINTS FOR REGULAR MODE

PART ONE:
THE LARGO EMBARGO

Welcome to Woodtick

How do I keep from getting mugged by the guy on the bridge?

You don't. No matter what you do, he's going to empty your pockets.

What do I say to the woodsmith?

Be polite.

He has some useful information about the guy who mugged you.

What do I do at the cartographer's?

Hey, he seems nice enough. Talk to him for awhile.

Ask him about Largo, about Scabb Island, and about Big Whoop.

Help yourself to some of the paper on the pile near the bottom of the screen.

His monocle will also come in handy.

How do I get the cartographer's monocle?

Stand near his desk, and watch him closely.

When he takes off the lens to rub his eyes, pick it up.

How do I talk to Mad Marty, the laundry guy?
He doesn't seem to understand a word I say.

You don't.

The only thing Marty understands is laundry.

What do I say to the three Men of Low Moral Fiber?

Almost anything you like. They're old friends.

They're interesting to talk to, but not very informative. Still, they have something you need.

Try picking up the bucket hanging at the far left.

Everybody wants to get rid of Largo LaGrande. But how?

A voodoo doll might do the trick.

Go talk to the Voodoo Lady at the International House of Mojo.

She's located in the swamp on the eastern edge of the island.

What do I do when the barkeeper asks for my ID?

You'll have to show him some.

He'll take anything, even a library card.

You can get a library card at the Library on Phatt Island.
Of course, you'll have to do something about the Largo Embargo first.

That's a great close-up of Largo spitting in the bar. Is this important?

Yes, the spit is important.

And you'll want to remember the color of his drink…

How do I get the spit off the wall?

You'll need something with which to pick it up.

Use the paper that you picked up at the cartographer's to wipe the spit off the wall.

Give the spit-encrusted paper to the Voodoo Lady as one of the ingredients for Largo's voodoo doll.

How do I get into the bar's kitchen?

Check out the three small arch-shaped windows on the boat's stern.

You can climb down through the windows into the kitchen.

What do I need from the kitchen?

There's a knife on the kitchen table. You need it more than he does.

The innkeeper at the Swamp Rot Inn doesn't seem too friendly. How do I deal with him?

If you can get him to leave his desk, you'll have the place to yourself.

Ever wonder what would happen if that alligator got loose?

Use the knife you stole from the bar's kitchen, and cut the alligator's rope.

There doesn't seem to be anything very interesting at the Inn.

You may want to visit the room up the little flight of stairs at the far left.

It's Largo's room.

The Voodoo Doll

I'm at the swamp. What do I do now?

You'll need a boat.

That coffin looks…er, swampworthy.

Get in the coffin and row to the right.

The International House of Mojo is inside the giant wooden skull. Row into the skull's mouth to enter it.

What do I say to the Voodoo Lady?

Treat her like an old friend—because she is.

Tell her about your problems with Largo, and your interest in Big Whoop.

Ask her how to make a voodoo doll of Largo.

How do I get a sample of Largo's hair?

Take another look around his hotel room.

Take the toupee on the dresser.

I need a piece of Largo's clothing. How do I get it?

If his clothes were dirty, he'd have to take them to the laundry.

Find a way to get his clothes really filthy.

Get the bucket from the Men of Low Moral Fiber. Take it to the swamp, and fill it with mud. Go back to Largo's hotel room, use the bucket 'o mud over the door, and hide behind the dressing screen and wait. Largo will come into the room, the bucket 'o mud will get him dirty, and he'll leave the room and head over to Mad Marty's laundry ship. Go there to see Largo give Marty his clothes.

Mad Marty won't give me Largo's laundry. What do I do?

You need Largo's laundry ticket.

It's probably somewhere in Largo's hotel room.

Go to Largo's room and close the door behind you.
The laundry ticket may be on the back of the door.

If the laundry ticket's not on the door, go back to
Mad Marty's laundry and see if Largo is there.

The Voodoo Lady wants some of Largo's bodily fluids. Gross! What do I do?

Spit will do just fine.

The Bloody Lip Bar & Grill doesn't have a spittoon.

Go to the bar and ask the bartender how business is going. Watch Largo come in and spit on the wall. Use the the piece of paper you took from the cartographer to wipe up the green glob of spit.

I need a bone from one of Largo's ancestors. Where can I find one?

Try the cemetery on the southeastern edge of the island.

But first, you'll need a shovel.

There's a shovel attached to the sign near the Woodtick bridge.

Largo's relative is buried at the top of the hill.

Marco LaGrande is buried under the large gravestone on the far left. Use the shovel to dig up his bones.

I've got the doll. Where do I find Largo?

Try his hotel room.

Largo got away with my souvenir lock of LeChuck's beard. How do I get it back?

You don't.

Off to Sea with Captain Dread (Or, "Money—That's what I want, mon.")

Now that Largo's out of the picture, how do I get off this rock?

You'll need to charter a ship.

Bart and Fink are still camping on the beach where you began. You might ask them to refer you to someone.

Go talk to Captain Dread. He lives on the peninsula on the southwest corner of the island.

Dread won't take me anywhere without his lucky sailing charm. Am I stuck?

You need the eye of someone who has seen the world…

…or maybe just their monocle.

Like, maybe, Wally's monocle.

Go to the cartographer's shop, steal his monocle, and give it to Dread as soon as you return.

How do I get the money to charter Dread's ship?

You may actually have to get a job.

That cook at the Bloody Lip Bar & Grill sure seemed to need a vacation…

If the bartender discovered that the food wasn't fit to eat (say, because there was a rat in it), he'd have to fire the cook.

Catch the rat that's running around Mad Marty's Laundry Ship, sneak into the kitchen, and put the rat in the soup.

How can I catch the rat?

You need to build a rat trap.

Get the stick from the beach on the north shore, some string from the Voodoo Lady's front parlor, and a handful of Cheese Squigglies™ from Pegbiter's bowl in the inn. Take this stuff over to the box on the ground near the Men of Low Moral Fiber and build your trap.

To build the trap, first open the box, and use the stick with the box to prop it open. Then use the string with the stick. Use the Cheese Squigglies™ with the box. Walk to the end of the string, and pull the string when the rat goes into the box for the Cheese Squigglies.™ Open the box and pick up the rat.

How do I get the cook fired?

Make sure the bartender knows that there's something seriously wrong with the soup.

After you catch the rat and put it in the soup, go talk to the bartender.

Ask the bartender how the soup is. And when he offers you Bernard's job, say yes.

I don't know how to cook. What do I do after I get the kitchen job?

You've already got enough in your pocket to pay Dread.

Don't just stand there. Leave through the window!

Where do I sail next?

It doesn't matter much. Eventually, you'll have to visit all three islands.

Flip a 3-sided coin.

Part Two: The Four Map Pieces

NOTE: You can acquire the four map pieces in any order.

General Hints

Where are the four map pieces located?

One map piece is in Governor Elaine Marley's mansion on Booty Island.

Another is on display at the antique dealer's shop on Booty Island.

On Phatt Island, there's an old retired pirate, Rum Rogers, who's hiding one of the pieces in his basement.

One of the pieces is in a crypt in the Scabb Island cemetery.

I get arrested when I step off the dock at Phatt Island. What can I do about it?

Nothing.

How do I get out of the Phatt Island jail?

You'll need to get the key from the jailhouse dog, Walt.

If you had a bone, you could use it to get Walt to come to you.

There's a stick under the mattress. Use it with the bone of your late, lamented cellmate. Give the bone to Walt, pick up the keys, and use the keys in the door to let yourself out.

The Governor's Map

The guard won't let me in the Governor's Mansion on Booty Island. How do I get through?

There's a Mardi Gras masquerade party going on.

No one is allowed past the kiosk without an invitation and a costume.

Where do I get an invitation to the party?

You might try to win one…

…in a game of roulette.

There's a makeshift casino in an alley near the Phatt Island library. One of the prizes you can win is an invitation to the party.

The guy ahead of me at the casino sure knows how to win. What's his secret?

He's a member of the Gamblers' Club.

The Club is located in the alley on the other side of the library.

When he leaves the game, follow him to the club to learn more about it.

I can't convince Bruno, the doorkeeper, that I'm a member of the club. What's the trick?

Follow the sure winner to the club. Hide behind the crates nearby, and watch closely when Bruno gives the hand signals.

The first number Bruno signals is the number you reply with, no matter what follows it.

Where do I find a costume?

It's probably best to inquire at a costume shop.

There's one in Ville de la Booty, on Booty Island.

The guy in the costume shop won't give me the time of day.
He says all the costumes are reserved.

Try to convince him that one of the costumes is reserved for you.

If you give him your invitation to the Governor's party, he might be more helpful.

This costume is really dumb. Can I get something a bit more…pirate-like?

No.

You're stuck with it.

On the other hand, you do look very fetching in pink…

I'm inside the mansion, at last. How do I get the map?

It's hiding in plain sight.

Look at the artwork on the wall over the fireplace.

Just walk over and pick it up off the wall.

Elaine is pretty ticked off. How do I deal with her?

Blustering and bragging won't make her any more pleasant.

Try groveling.

Grovel some more.

How do I get the map piece off the side of the cliff?

Somehow you'll have to extend your reach…

If only you had a fishing pole.

There's a fisherman on the dock at Phatt Island. He's got a really nice pole.

Brag to the fisherman about your skill. When he offers you a wager, agree to it.

How do I win the bet? I don't have a fishing pole yet.

The sea isn't the only place you can find fish.

Another source might be a chef's kitchen.

Go around to the back of Elaine's mansion, and go inside.

The cook keeps kicking me out before I can get the fish. What do I do?

You'll have to get rid of him.

Try luring him out of the kitchen…

…with loud noises.

Push the garbage cans to make a racket, and the cook will come out.

I can't keep the cook away long enough to get the fish. Now what?

He's a sucker for a wild goose chase.

If you keep moving, he'll follow you almost anywhere.

Push the cans, then immediately walk around the house to the right. Then, from the front of the mansion, walk around the right side, back to the rear of the mansion. Race into the kitchen and pick up the fish before the cook returns.

How do I climb the Big Tree?

You'll need two pieces of wood. There's one plank already there.

There's an oar on the wall over Elaine's bed.

Put the plank in the first hole, and step up on it. Put the oar in the second hole, and step again. Reach behind for the plank, and put it in the third hole. Reach back for the oar, and so on…

I just had the weirdest dream, but I can't remember the important details. What should I do?

Check the paper you used to pick up Largo's spit.

The song lyrics are on the paper. You'll need them later.

The oar broke! What do I do now?

Fix it.

If you can't fix it yourself, call on a professional.

The woodsmith in Woodtick can fix it.

How do I find the map piece in that huge pile of paper?

This is a job for someone—or something—with the proper sort of training.

Someone who can sniff out Elaine's possessions.

Like, maybe, Elaine's dog.

Go get the dog from the mansion's front yard, and use him to sniff out the map.

The Antique Dealer's Map

The antique dealer's price is a little steep. How do I raise that much money?

Ask him if he'll take something in trade.

How do I find the Mad Monkey?

You could start by doing some research in the Phatt Island Library.

Try looking under "D" for Disaster.

You can find the coordinates of the Mad Monkey wreck in "Great Shipwrecks of Our Century."

How do I get to the Mad Monkey?

Dread won't take you there. You'll have to charter another ship.

There's another ship available on Booty Island.

Go talk to Captain Kate Capsize, and ask to charter her ship.

How can I raise enough money to charter Kate's ship?

You could win a major championship of some sort...

...like maybe the grand prize at the spitting contest on Booty Island.

I'm not having much success in the spitting contest. What can I do to win?

Cheat.

There are three things you'll have to do in order to rig the contest.

It helps to rearrange the field to your own advantage.

If you can't reach the goal, bring the goal closer to you: move the marker flags.

Of course, you'll need to distract the crowd.

Buy the ship's horn from the antique dealer. Blow the horn to divert the crowd, then quickly pick up the field flags and rearrange them.

Spit-altering chemicals.

You need to work up some championship-quality phlegm.

The barkeeper on Scabb Island has some stuff that'll make your spit real gooey.

Show your library card (from Phatt Island) to the Bloody Lip's bartender, and order a "Blue Whale" and a "Yellowbeard's Baby." Mix the two drinks into one green drink. Then, before you step up to the fault line, use the crazy straw with the green drink.

Go with the flow!

It helps if the wind's blowing the right direction.

Look around, see if you can find a wind sock (or equivalent).

Watch the woman on the right end of the crowd. Click "Ptooie!" when the breeze picks up her scarf.

Is this spit plaque as useless as it looks?

Everything's valuable to somebody.

Take it to the antique dealer.

All he needs is a little persuasion.

I'm on the boat, right above the Mad Monkey. How do I get the figurehead?

You'll have to go down and get it.

When you find the head, just pick it up.

To return to the surface, walk to the anchor, and pull the rope. Kate will pull you up.

Rum Roger's Map

Where do I find Rum's house?

Start by going to the waterfall in the northwestern part of Phatt Island.

The trail ends at the top of the waterfall. What do I do now?

There's a pump nearby that controls the waterfall.

You need to stop the waterfall before you can proceed.

Try using a monkey wrench on that pump.

I need a monkey wrench.

Ever heard the motto "the right tool for the right job"? Forget it.

So, if you can't find a wrench … find a monkey.

Jojo, appearing nightly at the Bloody Lip Bar & Grill on Scabb Island, is a monkey.

How do I catch Jojo?

Try hypnotizing him.

First, you need a banana.

There's a banana in the gorilla envelope, which is on the bookshelf in the Phatt City jail.

Go to the Bloody Lip, and use the banana with the metronome on top of the piano. When Jojo spaces out, pick him up.

Rum won't let me into his house. How do I convince him?

Sweet-talking won't help.

Neither will trying to push him around.

If you keep talking to him, he'll eventually challenge you to a drinking contest. Accept the challenge.

That grog is strong stuff. How can I win the drinking contest?

Drinking never solves anything.

Rule #1: stay away from the hard stuff. Switch to near-grog instead.

How do I get the near-grog?

You could start by doing something about that Wanted poster in Phatt City.

Kate Capsize is handing out leaflets with her picture on them.

Get a leaflet from Kate (she's in Ville de la Booty on Booty Island), and use it to cover your picture on the poster. Hide so Kate won't see that you're the one who framed her.

There's a bottle of near-grog in the vanilla envelope (which holds Kate's booty) on the bookshelf in the Phatt City jail.

I have the near-grog. Now, how do I win the contest?

When Rum leaves the room to get his mug 'o grog, move quickly! Use your mug with the potted tree on the back wall of the room. Use the near-grog with the empty mug.

I won the contest. There's nothing of interest in the house. Now what?

There's more to this place than meets the eye. After all, Rum's a descendant of Mr. Rogers, one of the four pirates who split up the map.

Maybe a trap door hides his treasure.

You need the mirror from the antique dealer on Booty Island.

Put the mirror in the empty mirror frame on the back wall, and open the shutters by the cabin door. Put the telescope from the tree house in the hands of the monkey statue.

The reflected light shines on a brick on the left wall and leaves a burn mark. Push the brick with the burn.

The antique dealer won't sell me the mirror.

You'll have to distract the parrot.

Some parrot chow might do the trick. There's a bag on the outside deck of Dread's ship.

Buy the Beware sign from the antique dealer, then use the parrot chow on the hook. When the parrot turns to look at the chow bag, pick up the mirror and buy it.

I keep falling out of the cellar and onto the beach. What am I doing wrong?

Make sure you're pushing the correct brick to activate the trap door.

To find the right brick, look at the clues to the question two questions up.

The Crypt Map

How do I know which crypt the map piece is in?

It's the only one your key will work in.

The crypt key is hanging on the back wall of Stan's Used Coffin shop.

Stan won't give me time to speak, let alone ask for the key. What can I do?

With Stan, actions speak louder than words. Maybe you can find a way to restrain him.

For instance, you could nail him into one of his own used coffins…

You need the hammer and nails from the woodsmith in Woodtick. Go to Stan's shop, and get him to give you a demo. When he sits inside the coffin, close the lid and use the hammer and nails to shut him up, and then go get the key.

The woodsmith won't let me touch anything in his shop. How do I get what I need?

There are peg legs hanging in the woodsmith's shop.

You've met someone who wears a peg leg.

Use the saw (from the antique shop) on the Man of Low Moral Fiber's peg leg.

While the woodsmith is making a house call, steal his hammer and nails.

I'm inside the crypt. Which coffin is Rapp Scallion's?

Rapp was an eminently quotable pirate-philosopher. You can read all about him at the library.

Compare the quotes on the tombstones with those in "Famous Pirate Quotations," and it will soon be clear which coffin is Rapp's.

The book's already been checked out. Now what do I do?

Turn off your computer and go to sleep.

Go to Governor Phatt's house and get it.

How do I get the book from Governor Phatt?

You'll need to swap it for another book.

Go to the library and check out another book. Any one will do.

Use your book with "Famous Pirate Quotations."

There's nothing in Rapp's coffin but a pile of ashes. So what do I do?

If only those ashes could talk…

Bringing ashes to life is best left to experts.

It would be wise to visit the International House of Mojo.

Pick up the jar labeled "Ash-2-Life". It's on the shelf in the entryway.

The Voodoo Lady's memory isn't very good. What can I do to jog it?

The Phatt Island library might have the information she needs.

Look under "Recipes, Voodoo."

Get "The Joy of Hex" from the librarian, and bring it to the Voodoo Lady.

Rapp won't talk about anything except his stupid weenie shack. How can I change the subject?

Do what you can to put his mind at rest.

Since he can't go check up on his shack, you could offer to do it for him.

The shack is on the beach on the north shore of the island. Unlock it with the key Rapp gives you. Turn off the gas, and go back to the cemetery. Tell Rapp that he was right: the gas was on, but you turned it off.

Putting the Pieces Together

This map's all in pieces. I can't read it. How am I going to find Big Whoop?

Ask someone who knows about maps.

Wally the cartographer might be able to help. Go there and give him a map piece.

Wally can't see a thing without his monocle! How can he help me with the map?

Now, don't you feel bad about stealing it? Maybe you should replace it.

Wally's not too big, so you should be looking for things in miniature.

Try the library on Phatt Island…No, not the books!

Boy, look at the detail on that little lighthouse!

Open the lighthouse and pick up the lense. Give it to Wally. Now, don't you feel better?

Aaaaaagh! Wally and my map are gone! Where did they go?

The note carved in Wally's desk says it all.

You'll need to find out where LeChuck went.

You could start by checking out the big crate on the shore of the swamp.

Use the crate to get to LeChuck's Fortress.

Part Three:
LeChuck's Fortress

This place is REALLY creepy. What should I do first?

Wally would know. It's probably best to start by looking for him.

Where's Wally?

He's in the dungeon. It's up the staircase to the far right of the crate.

Follow the staircase up to the hallway. When you get to the crossroads, walk along the front right passage. Don't take any detours!

Keep going to the right, and you'll eventually arrive at the dungeon. Wally's in the cell.

How do I find LeChuck's office?

The clues can be found in the lyrics to a long-forgotten song.

There are some song lyrics on a spit-encrusted piece of paper in your pocket. Look at them.

The lyrics on the paper correspond to the order of the bones on the wall panels lining the halls.

Starting from the big archway (the one that's sort of a crossroads for several halls), start walking until you find a panel in which the bones fall in the same order as the first 3 bones mentioned in the first verse of the song. Push the panel, and walk through.

Find the panel that matches the first three bones in the second verse, push on it and go through. And so on, through all the verses.

If you get lost, walk through a wrong panel or just keep walking around. Eventually, you'll end up back at the crossroads.

How do I get through that enormous door?

Don't bother with your various keys. None of them will work in the door.

Fun fact: LeChuck has an enormous dog…

…and an enormous dog door. Go through it to get into the office.

I'm in the office. Now what?

Pick up the key.

I'm hanging around in the dungeon with Wally, and it looks hopeless. How do I get out of this mess?

Check your pockets. There are only a couple of items that you'll be able to reach.

Remember, they don't call you the Phlegm Master for nothing…

Use the green drink and crazy straw to spit the candle out.

You'll want to adjust the shields and pan first to get the proper angle.

To adjust them, first spit on the shield on the right, then spit on the pan near the bottom. Everything is now adjusted. To put the candle out, spit once more on the shield on the right.

I can't see a thing. Are we dead, or just lost in the dark? And what can I do about it?

> Maybe if you lit a match, you could find out…
>
> There are matches in the pink juju bag.

Part Four: Dinky Island

X Marks the Spot

This place is a lot better than LeChuck's fortress. But how do I find Big Whoop without the map?

> You're not alone on this beach. One of your fellow castaways knows the answer.
>
> And it's not Herman Toothrot.
>
> The parrot knows the exact location, and will be delighted to tell you…for a price.

What does the parrot want? And how do I get it?

> Would it help if we told you its name is "Polly"?
>
> This parrot, like most parrots, wants crackers.
>
> There's one cracker in the barrel by the still.

One is not enough. How do I find more?

> You can make two more crackers when you find the cracker mix.
>
> The cracker mix is in a bag that's hanging from a big tree in the island's interior.
>
> Get the empty bottle off the beach. Break it on any hard object (a rock or tree trunk work best). Use the jagged edge to slice open the bag.
>
> You need to use low-salt water with the cracker mix.
>
> Get the empty martini glass on on the beach, and fill it in the ocean.

Run the water through the still to get the salt out. Now, use the distilled water with the cracker mix.

I followed the directions, and found the big X! How do I get to the treasure?

First, you dig.

When you can't dig anymore, use dynamite to blast your way through.

Where do I get dynamite?

There's some in the box on the shore of the pond.

Take the rope off the box.

There's a crowbar on the beach. Use it to pry open the box and get the dynamite.

Light the dynamite with the matches, and throw it into the pit you dug.

The treasure is just out of reach. How can I get my hands on it?

Easy. Just swing over and pick it up.

Use the crowbar with the rope. Then, toss the rope over the twisted rods above your head. Within seconds, Big Whoop will be yours!

The Big Whoop Underground

I'm lost in the dark again. And I'm out of matches…

How about turning on the light switch?

It's located in the middle of the back wall.

How do I get LeChuck to cease and desist?

You could always fight fire with fire…

…and build your own voodoo doll.

After all, you have the Voodoo recipe for it, and you have the Voodoo Lady's juju bag.

I need one from the head…

A few strands from his beard would do nicely.

Rather than pulling them yourself, why not let the elevator door do the dirty work?

Go into the elevator. When he follows you, hit the lever and close the door on his beard.

The elevator won't work. Whenever I go into it, and try to close the door, it just shakes.

You'll need to lighten up a bit. It only holds 1000 pounds.

The helium tank next to the Grog machine may be useful here.

Go get a balloon from a box in the storage room.

You'll also need the surgical gloves from the first aid room. They are in the trash can.

Inflate the balloon and both gloves with helium, and you'll be light enough to work the elevator.

I need one from his threads…

This means you have to get close enough to touch him. Try distracting him.

Hit the coin return on the Grog machine, but don't pick up the coin.

When LeChuck bends over to pick up the coin, quickly pull his underwear to give him a wedgie.

…One from the dead…

If LeChuck is really your brother, then *your* parents' bones will work.

The remains of your folks are in the first aid room.

Dad's not using his head anymore, so feel free to help yourself.

…And one from the body.

LeChuck sure slobbers a lot, doesn't he?

When he appears, quickly offer him Stan's clean, white hanky. This is not as easy as it sounds, so keep trying.

I've got ingredients from the Four Basic Voodoo Groups. What now?

If you don't have a doll, you need to get one.

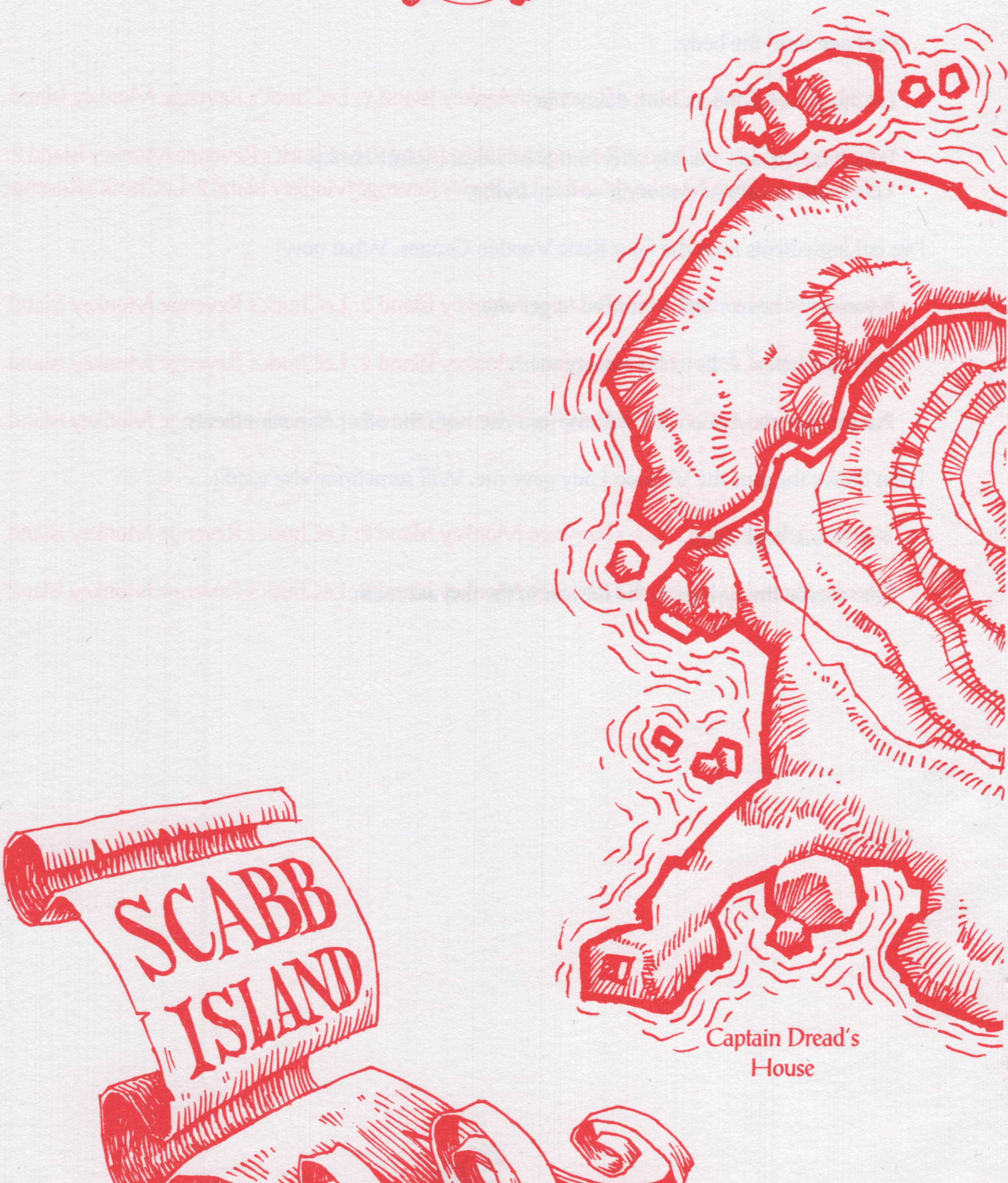
There's a box o' dolls in the storage room.

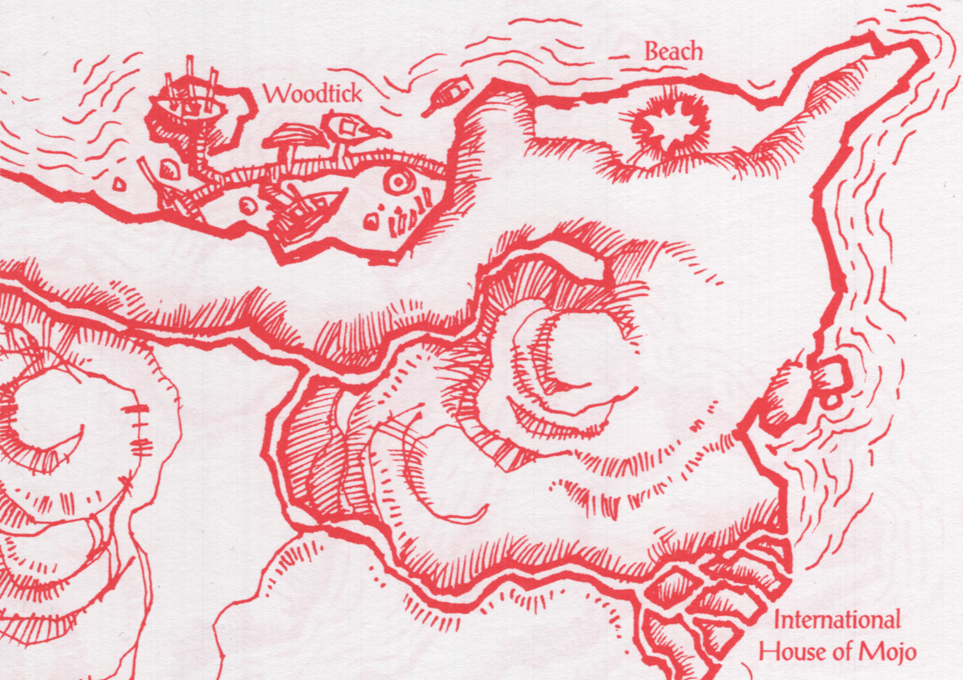
Put the generic voodoo doll into the juju bag with the other four ingredients.

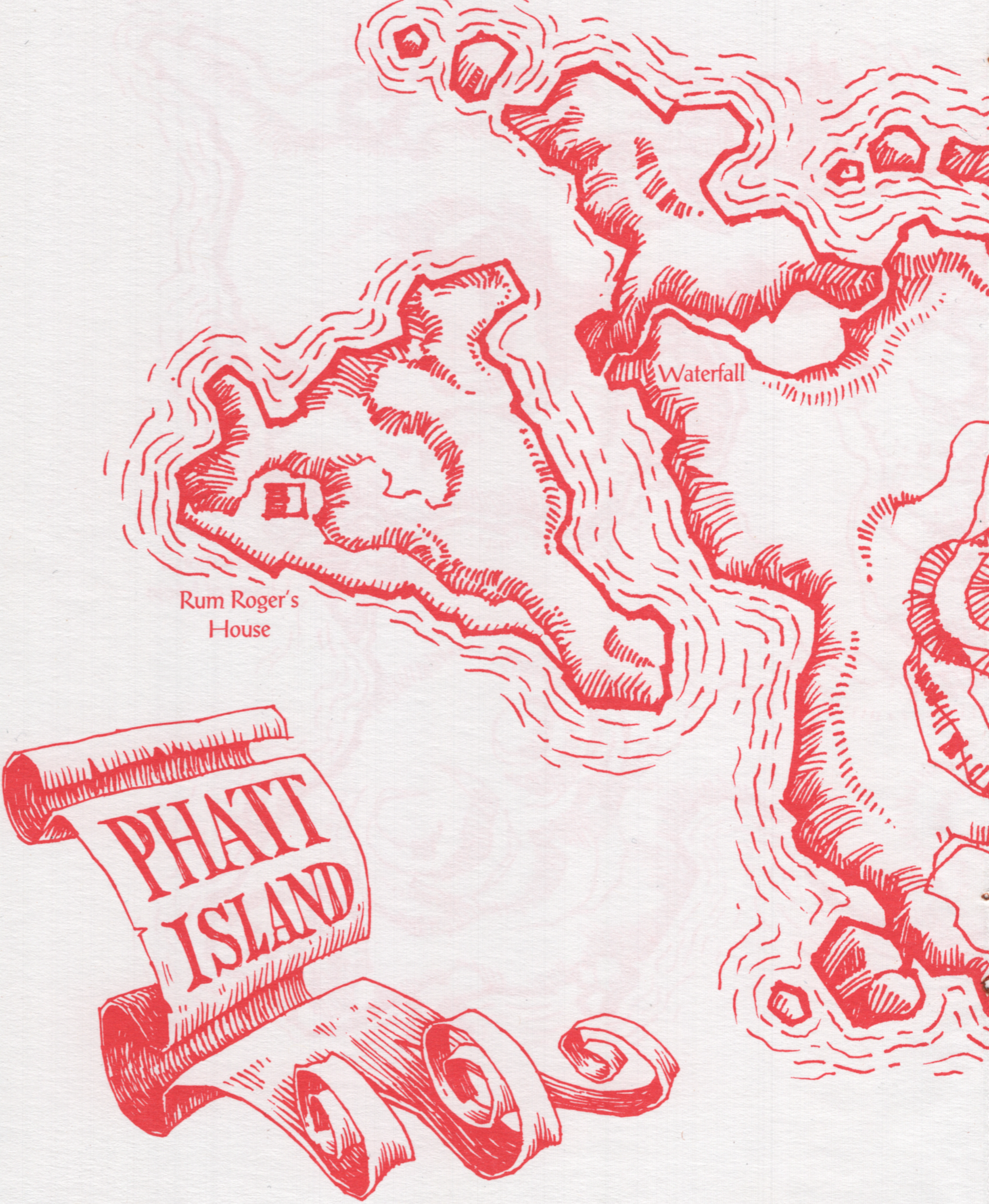
I don't have the pins the Voodoo Lady gave me. Will something else work?

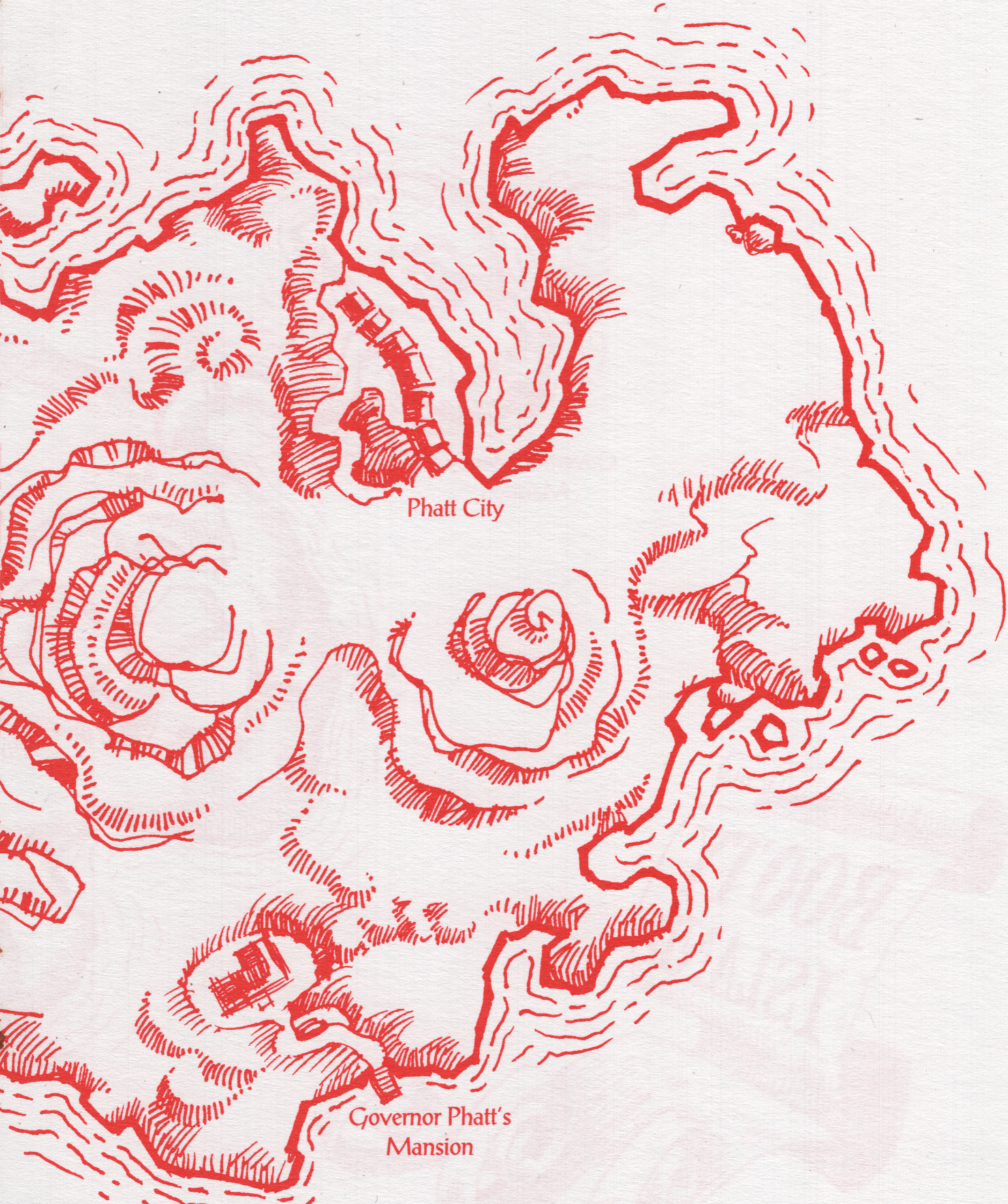
Yes. Something sharp.

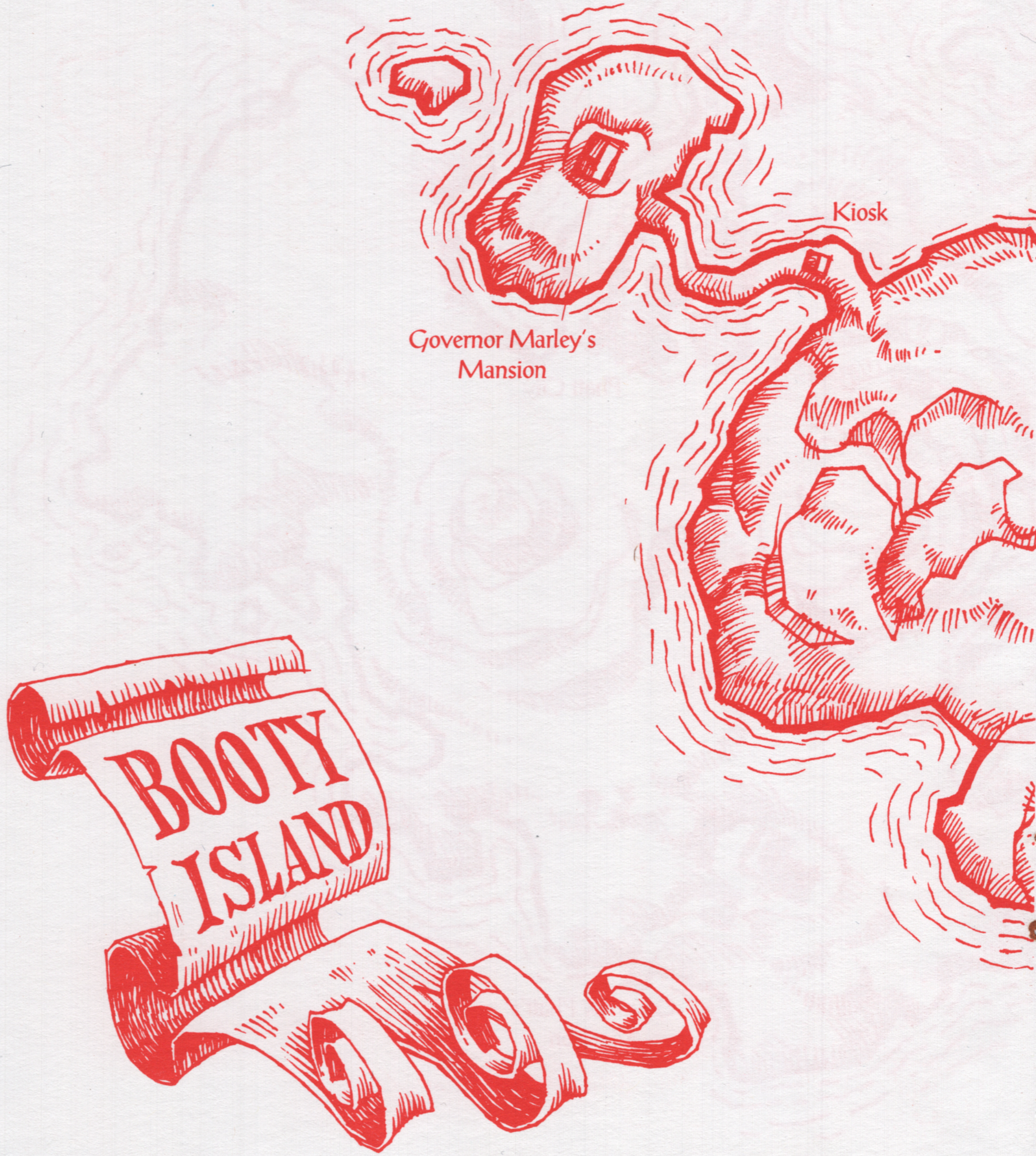
Like maybe the syringe in the drawer in the first aid room.

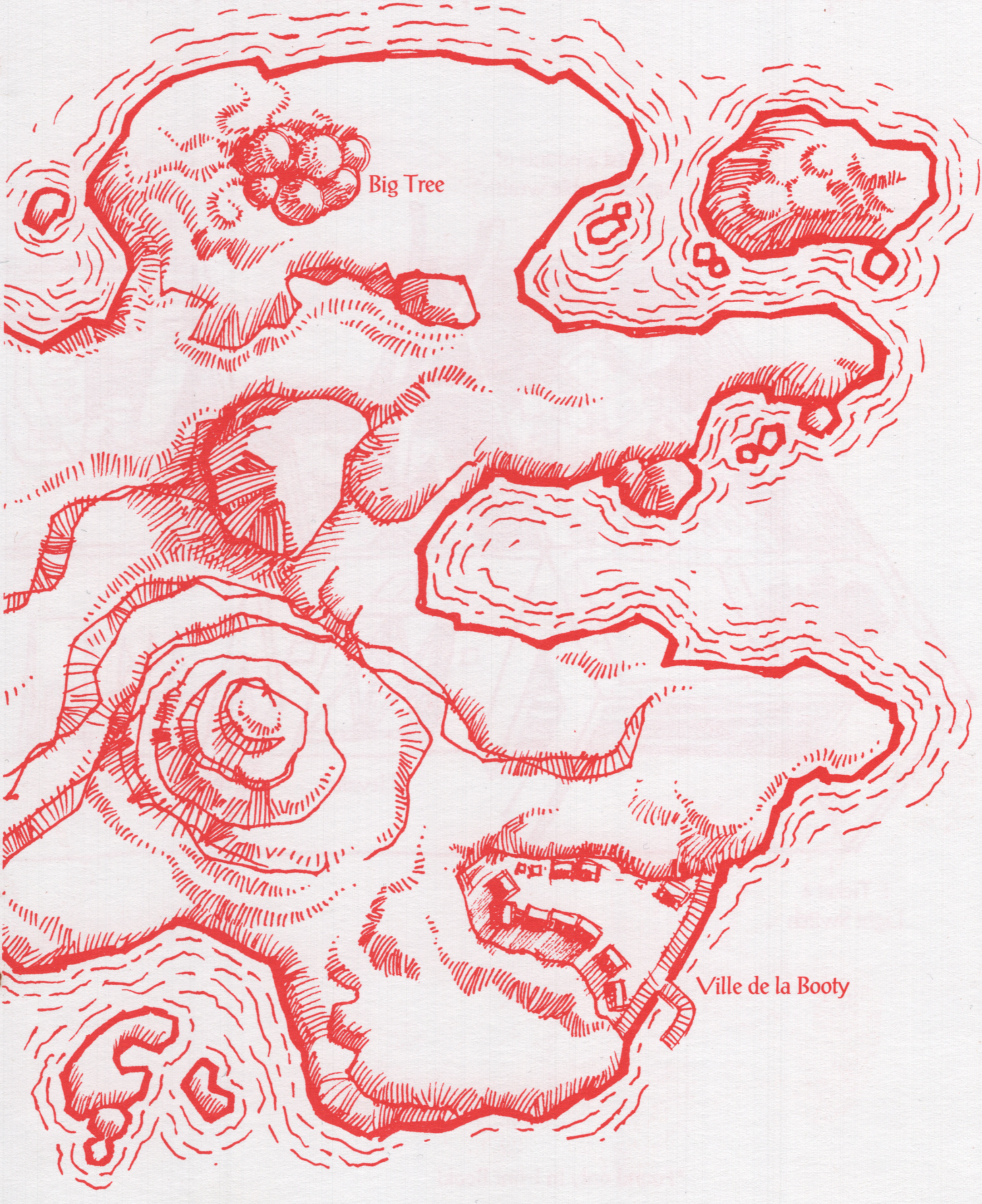

SCABB ISLAND
Captain Dread's House


Beach
Woodtick
International House of Mojo
Cemetery

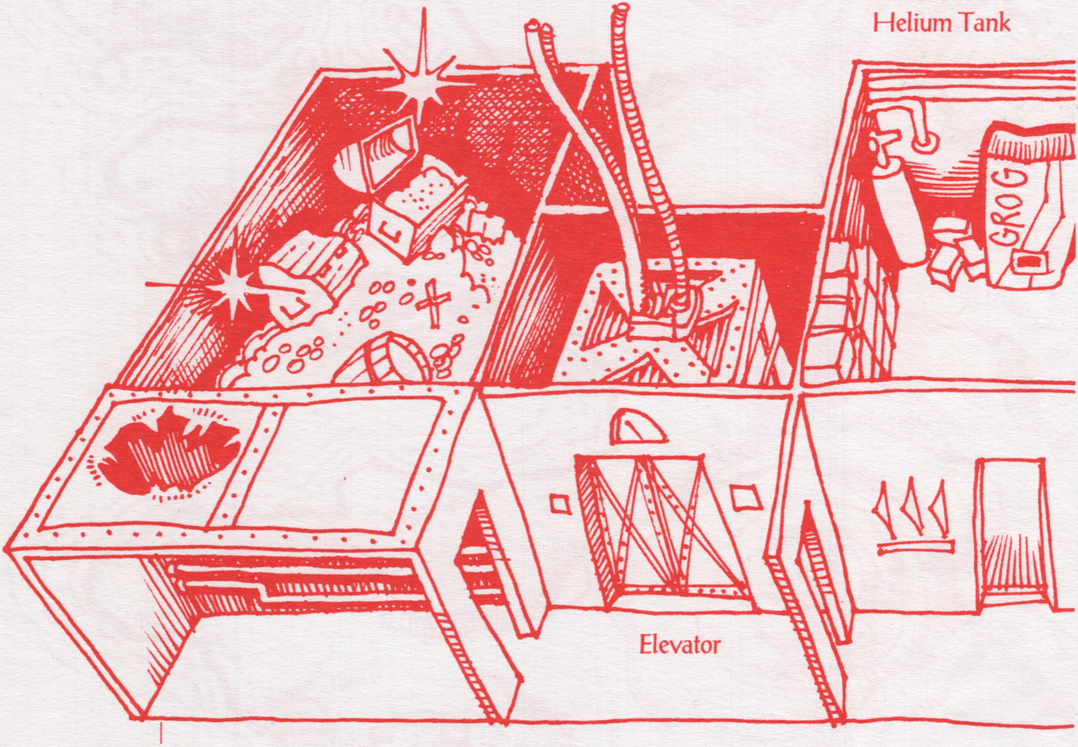

Waterfall
Rum Roger's House
PHATT ISLAND


Phatt City
Governor Phatt's Mansion


Kiosk
Governor Marley's Mansion
BOOTY ISLAND


Big Tree
Ville de la Booty

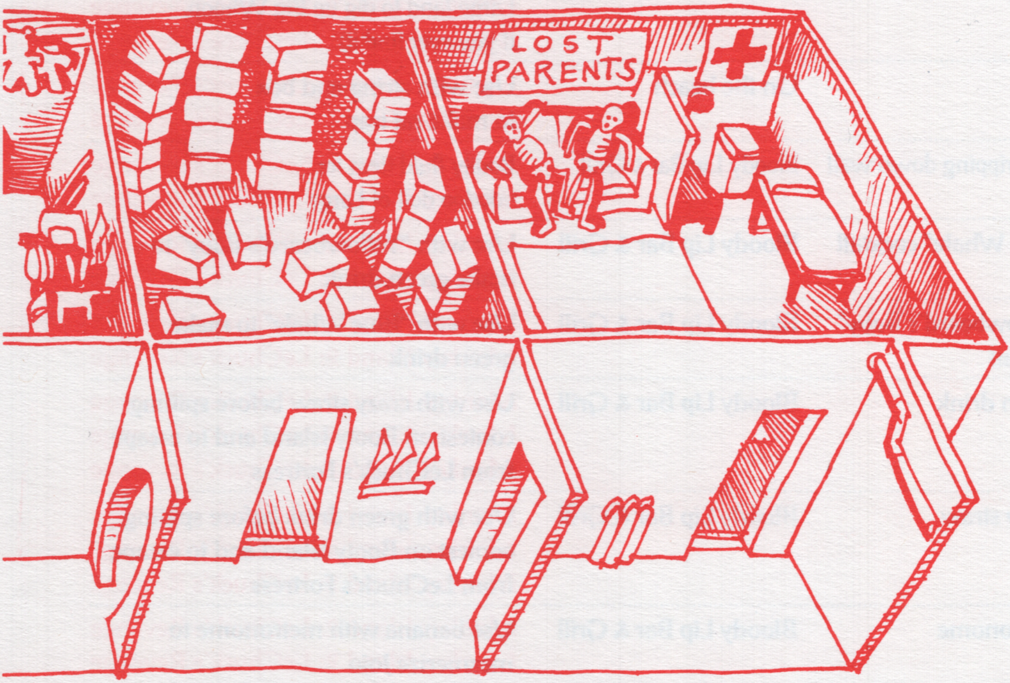
Dinky Island Underground Map


Vast amounts of unobtainable wealth*
Grog Machine and Coins Helium Tank
GROG
GROG
Elevator
E Ticket & Light Switch

*Found only in Hint Book!

Generic Voodoo Doll
Balloon
2 boxes of Root Beer
1 Empty Box

Dad's Skull
Surgical Gloves
Hypodermic Syringe


LOST PARENTS

Useful Objects

SCABB ISLAND

Woodtick

Item	Location	Use
Shovel	Sign at Woodtick bridge	Use in cemetery to dig up Marco LaGrande's bones for voodoo doll of Largo (and to dig up Big Whoop, if you ever find it)
Stick	On the beach	Use with string and box to make rat trap
Spit dripping down wall	Bloody Lip Bar & Grill	Bodily fluid item for voodoo doll of Largo
"Blue Whale" cocktail	Bloody Lip Bar & Grill	Use with "Yellowbeard's Baby" to make green drink
"Yellowbeard's Baby" cocktail	Bloody Lip Bar & Grill	Use with "Blue Whale" to make green drink
Green drink	Bloody Lip Bar & Grill	Use with crazy straw before spitting contest on Booty Island and to escape from LeChuck's Fortress
Crazy straw	Bloody Lip Bar & Grill	Use with green drink before spitting contest on Booty Island and to escape from LeChuck's Fortress
Metronome	Bloody Lip Bar & Grill	Use banana with metronome to mesmerize Jojo
Jojo	Bloody Lip Bar & Grill	Use with pump at waterfall on Phatt Island
Money	Bloody Lip Bar & Grill	Give your earnings as a chef to Captain Dread
Knife	Bloody Lip kitchen	Use on rope to free Innkeeper's pet alligator
Vichyssoise	Bloody Lip kitchen	Use rat in vichyssoise to get the cook fired

Item	Location	Use
Monocle	Cartographer's shop	Give to Dread as a new lucky sailing charm
Paper	Cartographer's shop	Use to collect Largo's spit glob off bar wall
Hammer & Nails	Woodsmith's shop	Use on Booty Island to nail Stan into coffin
Wood Polish	Woodsmith's shop	Use to polish the peg leg of the Man of Low Moral Fiber
Piece of Eight	Men of Low Moral Fiber at Laundry Ship	Use it to buy the wood polish from the woodsmith
Bucket	Laundry ship	Fill with swamp mud and use over door of Largo's hotel room to get his clothes dirty
Box	Laundry ship	Use with string, stick, and Cheese Squigglies™ to make rat trap
Rat	Laundry ship	Put in vichyssoise to get cook fired
Pearly-white bra	Laundry ship	Give to Voodoo Lady for Largo's doll
Peg leg	Laundry Ship	Saw it off Man of Low Moral Fiber to get woodsmith to leave shop (so you can steal hammer and nails)
Ol' Pegbiter, alligator	Swamp Rot Inn	Cut him free, and the innkeeper will the leave the inn to find him
Cheese Squigglies™	Ol' Pegbiter's bowl at Swamp Rot Inn	Use as bait in rat trap
Laundry claim ticket	Largo's room at Swamp Rot Inn	Give to Mad Marty to get Largo's clothes for voodoo doll
Toupee	Largo's room at Swamp Rot Inn	Give to Voodoo Lady for Largo's doll
Clean white folded shirt	*Largo's room at Swamp Rot Inn*	*Give to Voodoo Lady for Largo's doll*

Swamp

Item	Location	Use
Floating coffin	Edge of swamp	Use as a boat to get to Voodoo Lady's shack
Crate	Edge of swamp	Open the crate and get into it. UPS (Universal Pirate Shipping) ships you directly to LeChuck's Fortress.
String	**International House of Mojo**	**Use with box and stick to make rat trap**
Voodoo shopping list	International House of Mojo	Lists items needed for voodoo doll
Pins & voodoo doll	International House of Mojo	Return to Largo's room and use together to run him out of town
"Big Whoop: Unclaimed Bonanza or Myth"	International House of Mojo	Read it to learn about the four map pieces
Ash-2-Life™	**International House of Mojo**	**Use with ashes in cemetery crypt to resurrect Rapp Scallion**
Juju bag	International House of Mojo	Use with generic voodoo doll and other ingredients to make voodoo doll of LeChuck
Matches	Inside Juju bag	Use to light your way to Dinky Island

Cemetery

Gross Bone	Cemetery	Give to Voodoo Lady for Largo's doll
Ashes	**Rapp Scallion's crypt**	**Take a sample to the Voodoo Lady, then use with Ash-2-Life™ to resurrect Rapp**
Key	**Rapp Scallion's crypt**	**Use in door of Steamin' Weenie shack**
Rapp's map piece	Rapp Scallion's crypt	Take it and run!

AT SEA

Item	Location	Use
Dread's Map	Capt. Dread	Use this map to show Captain Dread and Kate where you want to go
Parrot Chow	Dread's ship	Use in antique shop on Booty Island: buy Beware sign, then hang bag of chow on hook to distract parrot.
Figurehead of Mad Monkey	Ocean floor	Trade with the antique dealer on Booty

PHATT ISLAND

Phatt City

Item	Location	Use
Stick	Phatt City jail	Use to get bone from dead cellmate
Bone	Phatt City jail	Use to lure Walt (the dog) into dropping cell key
Cell keys	Phatt City jail	Use in cell door to spring Guybrush (Kate, too, in Regular Mode)
Manilla envelope	Phatt City jail	Open to get all Guybrush's stuff back
Gorilla envelope	Phatt City jail	Open to get banana and organ
Vanilla envelope	Phatt City jail	Open to get near-grog
Banana	Phatt City jail	Use with metronome in Bloody Lip Bar & Grill to mesmerize Jojo
Near-grog	Phatt City jail	Use in mug to beat Rum at drinking game
Temporary library card	Library	Give to bartender on Scabb as ID
Model lighthouse lens	Library	Open model lighthouse to get lens; later, give to Wally to replace stolen—er, borrowed—monocle
"The Joy of Hex"	Library	Ask the librarian for the book, and she will give it to you. The Voodoo Lady needs it to make up a batch of Ash-2-Life.™

Item	Location	Use
"Great Shipwrecks of Our Century"	Library	Ask the librarian for the book, and she will give it to you. It contains the coordinates of the wreck of the Mad Monkey.
Any book	Library	Use to replace "Famous Pirate Quotations" book at Governor Phatt's.
Invitation	Casino Alley	Show to costume shop owner on Booty Island to get costume, and to mansion guard to gain entrance to the mansion
60 Pieces of Eight	Casino Alley	Well, one never can have too much gold, can one?
Guybrush Wanted Poster	Outside the jail	Put Kate's picture here to get her arrested
Fishing pole	Fisherman on dock	Use to retrieve the map piece from the cliff, on Booty

The Island's Interior

Item	Location	Use
"Famous Pirate Quotations"	Phatt's bedroom	Look at book to find Rapp Scallion's tomb
Water pump	Summit of waterfall	Use Jojo with the pump to stop the waterfall
Trap Door	*Rum's house*	*Open to get to the map piece*
Mug o'grog	Rum's house	Use the mug with the tree on the back wall, then use near-grog with mug to win contest
Shutter	Rum's house	Open to let in sunlight (see "Mirror" on Booty Island below to find out why this is important)
Monkey Statue	Outside Rum's	Put the telescope in the hands of the monkey. See "Mirror" on Booty Island below to find out why this is important.
Rum's map piece	Rum's cellar	Take it off the hands of the skeleton in the bathtub. He certainly doesn't need it anymore.

BOOTY ISLAND

Ville de la Booty

Item	Location	Use
Kate's leaflet	Kate	Use to cover "Wanted" poster on Phatt Island
Dress	Costume shop	Wear it to get into Elaine's party
Clean white hanky	Stan's Shop	Use to get a sample of LeChuck's spit during your Final Encounter in the Underground
Crypt key	Stan's Shop	Use in door of Rapp Scallion's tomb in the Scabb Island cemetery
Ship's horn	Antique shop	Use to distract spectators at the spitting contest while you move the flags
Beware sign	Antique shop	Completely worthless, but you need to buy it in order to get the mirror
Mirror	Antique shop	Use in empty mirror frame at Rum's house, and open the shutters by the door. Put the telescope in the hand of the monkey statue out front. A light will shine onto a single brick on the left wall. Push this brick to activate the trap door to Rum's cellar.
Well-polished old saw	Antique shop	Use to remove peg leg of Man of Low Moral Fiber on Scabb
Map piece	Antique shop	Trade the head of the Mad Monkey to get it
Bronze plaque	Spitting contest	Sell it to the antique dealer
6000 pieces of eight	Antique dealer	Use to charter Kate's ship

Governor Marley's Mansion

Map piece	Elaine's living room	Just take it off the wall...
Oar	Elaine's bedroom	Use alternately with plank to climb the Big Tree on Booty Island.
Guybrush the Dog	Elaine's front lawn	Use to sniff out the map piece hidden in the huge pile of maps

Item	Location	Use
Garbage Cans	Back of Mansion	**Push to get the cook out of the kitchen**
Fine fat fish	Elaine's kitchen	**Show to the fisherman on the Phatt City dock in order to win his bet, and his fishing pole**
The Island's Interior		
Plank	Big Tree	**Use alternately with oar to climb the Big Tree on Booty Island**
Paper with spit	Big Tree	**The lyrics (Guybrush will automatically write them down) are a clue to finding LeChuck's office**
Telescope	Big Tree	**Use with the monkey statue at Rum's house (see "Mirror" on Booty Island to find out why this is important)**
LeCHUCK'S FORTRESS & DINKY ISLAND		
Voodoo jail key	LeChuck's office	Grab it and run. Good luck…
Parrot	Dinky Island beach	Feed him crackers to learn the location of Big Whoop
Cracker	Dinky Island beach	Give to the parrot
Crowbar	Dinky Island beach	Use to pry open the box by the pond
Martini glass	Dinky Island beach	**Fill with ocean water, then use with the still**
Grog still	Dinky Island beach	**Use to distill the ocean water**
Empty bottle	Dinky Island beach	**Break on any hard surface, and use it to slice open the bag hanging from the tree in the jungle**
Cracker mix	Hanging bag in jungle	**Combine with distilled water to make crackers for parrot**
Rope	On the box in jungle	Use with the crowbar to get to the other pedestal (in the Big Whoop pit)
Dynamite	In the box in jungle	Use with matches to blast through concrete

Item	Location	Use
Call Box	In the jungle	Let Guybrush call the Hint Line…
Treasure Chest	Underground	It ends up smashed, but the treasure is in one piece!
E ticket	Underground	After all you've been through, even an E-ticket ride seems pretty lame. Besides, this one is completely non-redeemable and non-refundable.
Light switch	Underground	Turn it on so you can see where you're going
Coin	Grog machine	Let LeChuck pick it up
Underwear	LeChuck	Use in Juju bag to make doll of LeChuck
Generic voodoo doll	Storage room	Use in Juju bag to make doll of LeChuck
Balloon	Storage room	Inflate with helium to help gain control of elevator (see surgical gloves)
Root Beer	Storage room	Only useful in The Secret of Monkey Island,™ but go ahead and try
Crispy Beard Bits	Elevator	Use in Juju bag to make doll of LeChuck
Dad's Skull	First aid room	Use in Juju bag to make doll of LeChuck
Surgical gloves	First aid room	Inflate two gloves with helium to help gain control of elevator (see balloon)
Hypodermic Syringe	First aid room	Use as a substitute for pins in LeChuck's voodoo doll

The Memoirs of Guybrush Threepwood, Volume II... A Monkey Island 2: LeChuck's Revenge Walk-Through

In the time following the publication of my first volume of Memoirs, I have found myself much in demand as an author of books, discoverer of lost riches, and highly-regarded after-dinner speaker. Throughout my travels, many have found themselves enlightened, entertained, and overawed by accounts of my adventures—both my epic battle to the death with the Ghost Pirate LeChuck, and the many colorful exploits that marked my career thereafter. Yet none of these tales compares with my greatest adventure to date: my second encounter with the diabolical scoundrel LeChuck, and my discovery of the legendary treasure of Big Whoop.

Therefore, at the overwhelming demand of my large and loyal following, I, Guybrush Threepwood, do now take quill in hand once more and recount this tale of daring, cunning, and surprising wit, in the hopes that it will find its way into the hands and hearts of a larger readership. I have set down one version of my latest endeavor: it is the Full and Unexpurgated tale, complete in every detail and most suitable for the bold of heart and stomach. I warrant that the recounting is accurate in every degree.

Gentle reader, behold and mark well the tale that follows…

The Unexpurgated Adventures of a Journeyman Pirate

CHAPTER ONE:

I am robbed of my coin and learn more of my quest

I arrived on Scabb Island near sunset, rested from my long quiet days at sea and ready for whatever new challenges befell me in my search for Big Whoop, the largest and most mysterious lost treasure known to piratedom. I had brought with me ample coin and other rich baubles to help fund the expedition…wealth that I was not destined to enjoy for long. On the bridge at the Woodtick city limits, I was accosted by one Largo LaGrande, an obnoxious little man (vermin, really), who forcibly wrested all my belongings from me. Because Scabb Island has no local constabulary, it was futile to call for help. In that moment, I determined to have my revenge on this LaGrande, at whatever cost.

Left on the bridge, broke but unbroken, I noticed a nearby sign bearing the international symbol for "No Digging." I attempted to pick up the sign, but only succeeded in breaking it. Still, I was pleased to have at least one new possession with which to fill my empty pockets—even if it was only a rusty old shovel.

I crossed the bridge and entered downtown Woodtick—a decrepit little hamlet of junked ships and the wreckage of unsalvageable human lives. The first shop on my right was that of the local woodsmith, who told me a what he knew of the bully LaGrande. Next door, the town's cartographer, Wally, proved even more informative: he knew a great deal about Scabb Island and its neighbors—and shared my interest in Big Whoop. I borrowed some writing paper from a pile in his shop; and, as he rested his eyes, I also helped myself to his monocle. (From my prior adventures, I had learned that a fine glass lens has many uses in the hands of a clever pirate.)

Continuing down the lane, I dropped down the hatch into the Bloody Lip Bar & Grill to see if I could get someone to buy me a drink in exchange for a good story. I was talking with the barkeeper when Largo LaGrande burst into the bar and shook down the barkeeper for his day's earnings. (He also left a disgusting glob of green spit on the wall.) Since it was clear that there was no such thing as a free lunch—at least, not in Woodtick—I left the bar and continued my explorations.

Outside, I looked over the edge of the bar ship, and noticed three small, well-lit windows just below the stern. I carefully lowered myself over the edge of the ship and through the first window, into the ship's kitchen. The cook was an extremely rude fellow, so I didn't spend much time talking with him, but I did purloin a kitchen knife off the table in the center of the room before leaving through the open window.

Back on Woodtick's main boardwalk, I kept to the left and soon found myself at the Swamp Rot Inn, the local hostelry. The innkeeper, who was only slightly more helpful than the chef, was not inclined to let me explore the inn, so I distracted him by using my newly acquired knife to cut the rope that restrained his pet alligator. I helped myself to a handful of the Cheese Squigglies™ from ol' Pegbiter's dish, and climbed the stairs. Opening the door, I found myself in a filthy bedroom—which, I soon learned, belonged to Largo LaGrande. Retreating (at least for the nonce), I returned to the boardwalk and pressed on.

The last place in Woodtick was Mad Marty's Laundry ship at the far end of the boardwalk. Marty himself proved too deaf to hold any kind of meaningful conversation, but the three Men of Low Moral Fiber hanging around on the back of the ship looked oddly familiar. As soon as I saw their rat, it all clicked into place. These were the same three men who had given me those useless PTA notes in my last adventure. I stopped to talk to them and they brought me up-to-date on their dramatic adventures, and even let me take their bucket, just for old times' sake. Nothing like old friends, I always say…

Based on my conversations with the various citizens of Woodtick, there appeared to be a strong consensus that something needed to be done about this Largo person, and soon. Like a voodoo doll, maybe. Indeed…a voodoo doll. Yes. And speaking of old friends, I knew just the person who could do it.

Tired of sightseeing, I returned to the bridge and headed for the swamp on the east edge of the island. Using the coffin awaiting me at the edge of the swamp, I rowed out through the trees until I came to a huge wooden skull with jaws that closed ominously behind me. I left the coffin and checked out the parlor of the International House of Mojo—for indeed, that is where I was. There was nothing of real interest, though I did take a bit of string from the table with the skull on it. As I entered the back room, however, the Voodoo Lady recognized me instantly—even through my new beard.

As we talked, she revealed that Largo LaGrande was far more than a miserable little terrorist—he was, in fact, a toady and henchman of my old nemesis, the dread Ghost Pirate LeChuck! Not only that, he was extorting money from the poor residents of Woodtick and refused to let anyone leave the island—he called it his "Largo Embargo". The only good news was that the Voodoo Lady was delighted and eager to help me make a voodoo doll of Largo—once I rounded up ingredients from the four basic voodoo groups. She even gave me a shopping list: one item from Largo's head, one from his threads, one from his body, and one from the dead. With renewed determination, I climbed back into the coffin and rowed back to shore.

CHAPTER TWO:

I exact my revenge

As I rowed, I devised a plan for collecting the four ingredients. The first order of business was to get something from Largo's clothes. When I arrived on the shore of the swamp, I filled the bucket with mud before heading back to Largo's room at the Swamp Rot Inn. Once inside, I noticed a toupee on a wig stand on the dresser, and pocketed it. One from the head—that was easy. Next, I carefully propped the bucket over the bedroom door, and hid behind the screen, awaiting Largo's return. I didn't have to wait long. The bucket made a splendid mess of Largo's clothing, and got stuck on his head besides. He struggled unsuccessfully to remove it, and eventually stumbled out of the room in search of help. I quickly took my leave …though I ran into Largo again at Mad Marty's, where he was dropping off his swamp-begrimed laundry.

Collecting a sample of Largo's precious bodily fluids might have proved a difficult challenge for a lesser pirate. For Guybrush Threepwood, however, this type of subtle task is all in a day's work. I merely wandered over to the Bloody Lip Bar & Grill, and used a piece of the cartographer's paper to wipe up the gross green spit glob that was still clinging to the wall. Two down, two to go. Next, I went to Mad Marty's to check on the status of Largo's laundry. The old guy may have been half blind and totally deaf, but he wasn't about to give me the laundry without the ticket, so I returned to Largo's room. Fortunately, he wasn't in; even more fortunately, he'd left his laundry ticket on the back of his hotel room door. I took it to Mad Marty, who promptly presented me with Largo's threads. I didn't recall ever seeing Largo wear this particular item before, but there are probably some questions better left unasked. Besides, I had my bits of head, thread, and body…and it was now time to turn my attention to the quest for something dead. Yuck.

The cemetery on the southeastern corner of the island seemed the logical place to begin my search. My hunt for Largo's ancestors took me all the way up the distant hill, where I finally found one Marco LaGrande, buried under a large gravestone. I took up my shovel, and began digging. By and by, I hit pay dirt—in this case, a bone. Hoping it wasn't just a beef shank buried by a neighborhood dog, I stashed it in my coat and returned to the International House of Mojo. The Voodoo Lady was waiting and ready. Moments later, I had everything I needed to make good my revenge on Largo LaGrande.

As I expected, I found Largo in his hotel room. Despite his repeated attempts to throw me out, I persisted until I got my chance. Quickly, I started poking the pins in the doll, with remarkable results. Within minutes, Largo was gone from Woodtick for good. The only drawback was that he'd gotten away with one of my favorite souvenirs: LeChuck's living beard, from which (he said) that villainous spirit could be reanimated.

CHAPTER THREE:

I learn a terrible truth, and face Dread

The Voodoo Lady confirmed that, for once, Largo wasn't lying. The terrible truth of the matter was that I would have to face LeChuck once again. Although she could not offer me any protection, she hinted that my deliverance might lie in the successful discovery of Big Whoop and handed me a book entitled "Big Whoop: Unclaimed Bonanza or Myth?" According to the book, the only map ever made of the treasure's location had long ago been torn into four pieces. The key to the treasure—and my ultimate defeat of LeChuck—would be to find each piece, and recreate the map. It would be a treacherous and difficult quest—a job for only the most skilled and resourceful of adventurers. Emboldened by the Voodoo Lady's words, I set out in search of a ship.

I decided to ask Fink and Bart, the two pirates on the beach, for advice. (Along the way, I found a sturdy stick on the ground, which I added to my meager collection of belongings.) The two pirates referred me to one Captain Dread, a sailor who lived on the far peninsula at the southwest corner of the island.

Eager to begin my expedition I headed over, only to find out that, the good Captain refused to take me to sea until I could come up with a new lucky sailing charm and 20 pieces of eight. I easily convinced him that the cartographer's monocle would serve as a fine new sailing charm. Raising the money would require slightly more cunning. It looked as though there was nothing for it but to abandon my principles and look for a steady job…if only for a few days. On my way back to town, I devised a brilliant scheme by which I should be quickly employed. The trick, I realized, was to to build a better rat trap.

At Mad Marty's laundry ship, I opened the small box on the ground, and used the stick to prop it open. Next, I tied the string to the stick, and placed some Cheese Squigglies™ inside the box. I walked to the end of the string, waited until the rat took the bait, and pulled. From there, it was a simple matter to open the box…pocket the trapped, cowering rat…sneak once more into Bernard's greasy kitchen… neatly deposit my furry catch in the vichyssoise… and retreat once more out the window (Lest you, gentle reader, think me heartless and cruel to have subjected a helpless animal to such a fate, I hasten to remind you that vichyssoise is a cold soup. The rat had a good meal and went his merry way.).

All that remained was to enter the bar through the front hatch, ask the barkeeper about the soup, and wait for Bernard to be shown the door. Within moments, I was being offered a job—and a week's pay up front. Money in hand, I hustled into the kitchen, out the open window, and off once more to Captain Dread. It was high time for me to get off this miserable rock.

CHAPTER FOUR:

I go in search of the first map piece, and find myself in Phatt City

After chartering his ship, we cruised aimlessly for awhile. While we did this, I stepped outside for some fresh air. I noticed a bag of parrot chow and picked it up, thinking (quite correctly, I might add) that it would come in handy later. I then headed back into the cabin, and told Dread that I wanted to go to Phatt Island. After a long and circuitous journey, Dread and I reached the island, where I was surprised to find that, for some inexplicable reason, I was a wanted man. One of Governor Phatt's goons arrested me the moment I stepped off the dock, stripped me of my belongings, and threw me into the most miserable jail cell this side of Port-au-Prince. Along the way, I had an unpleasant audience with Governor Phatt, who explained gleefully that the Voodoo Lady's awful premonition was true: LeChuck was indeed alive and well, and had put a bounty on my head—a bounty the governor was determined to collect.

As usual, my native wit and cunning served me well. While cooling my heels in jail, waiting for LeChuck to come round and collect me, I found a stick under the bed's rock-hard mattress, which I then used to retrieve a bone from the skeleton of my unfortunate neighbor. The bone proved to be attractive bait for the jailhouse dog, who in his eagerness to collect it, dropped the cell door key within easy reach. Using the key in the cell door, I handily liberated myself—and the two large envelopes on the nearby bookshelf. One contained all my earthly goods, which I repocketed; the other contained a…uh…banana. And a barrel organ. (All things considered, I would have preferred a sword and a bottle of near-grog.)

Stepping out into the street, I turned toward the library. In the first alley to my left, I discovered a fancy rogue engaging a local ruffian in a game of roulette. Among the prizes offered were a large pot of cash (which I certainly could use), a vacation (not at all attractive, given that I had just passed a restful stay in the nearby jail), and an invitation to the gala Mardi Gras party given by the rich and beautiful Governor Elaine Marley, administrator of nearby Booty Island. My own fair Elaine! Though I had not seen her in quite awhile, I craved the luxury of basking in her bounteous presence once again. Besides, I thought, she might know something about Big Whoop. I decided to secure the party invitation for myself.

The ruffian playing the game before me proved to be an unnaturally consistent winner; when he left the game, I trailed him into a second alley on the other side of the library, which was dominated by a formidable-looking green door. Hiding among some nearby crates, I watched carefully, for my sharply-honed pirate instincts told me that the secret to his success lay on the other side. The green door was home to the Gamblers' Club, which used an elaborate password to identify its members. After the ruffian got his number and left, I approached the door and tried to open it. Using all the charm and savoir faire I could muster, I assured Bruno, the doorkeeper, that I was a legitimate club member. He put out his hand and began to signal the password numbers. By my keen powers of observation, I knew that the first number he showed in each set of two would be the correct password, no matter which number followed it. Convinced by my brilliant ruse, Bruno gave me a winning roulette number to bet.

Returning to the game, I quickly collected my invitation to Elaine's party, and then ducked into the library for a little peace and quiet…and maybe something to read at sea during Dread's endless meanderings. A model lighthouse by the door caught my eye. When I attempted to open it up for a closer look, a small glass lens fell out, which soon found itself a new home in my pocket. Next, I turned my attention to the card catalog, looking for anything that might be useful to me as a pirate, or in my search for Big Whoop. I made a note to remember "Great Shipwrecks of Our Century" (filed under D for Disaster), "The Joy of Hex" (see Recipes, Voodoo), and "Famous Pirate Quotations" (under Q, naturally). Finally, under "Humor," I found the classic "Dumb Pirate Jokes."

The librarian at the rear of the library issued me a temporary library card, and found all my books except "Famous Pirate Quotations," which she said had recently been checked out by Governor Phatt. After a brief conversation with an arrogant fisherman on the nearby dock (which ended when I wagered my fishing ability against his favorite rod), it was time to get to Elaine's party. Besides, I thought it best to leave the island before Phatt's goons realized I was gone. I returned to Dread's ship, and set sail for Booty Island.

CHAPTER FIVE:

I find a Booty of two map pieces—and lose them both

News of LeChuck's bounty had not yet reached Booty Island, and I was free to wander the charming Ville de la Booty. According to my invitation, costumes would be required for entry to Elaine's party, so I began at the costume shop.

Something grand and manly, I thought to myself. A cannibal's bones, or an Aztec warrior's gleaming cape of feathers, or a rough but elegant suit of IndyWear™. Something to make Elaine feel all those old urges…

The shopkeeper had other ideas. Every costume in his shop had been reserved for Mardi Gras revelers, and he would scarcely even talk to me until I showed him my invitation. Fortunately, a costume had been reserved for the winner of the invitation. It wasn't exactly what I had in mind, but I took the costume and left.

Outside the shop, I met one Captain Kate Capsize, who was passing out leaflets for her charter boat tours—and shared my interest in finding Big Whoop. Upon leaving her, I proceeded out the west side of town onto the path to Elaine's mansion in the northwest corner of the island.

After presenting my invitation to the security guard at the mansion kiosk , I ducked behind a bush, changed into my costume, and proceeded down the path to the mansion. As I made my grand entrance—an eye-catching vision in pink tulle—I spotted the longed-for treasure of my heart: the first map piece. Good old Elaine comes through again, I thought. She had even framed it and hung it over the mantle, in plain sight. My fellow partygoers were having much too much fun to notice as I worked my way over to the wall, surreptitiously tucked the map inside my tutu, and quietly stole out the front door again.

Although I had escaped the party without detection, I had the misfortune of encountering Elaine's dog while crossing the front lawn. It seems that the dog (whom, out of fondness, she had named after me—what a woman!) caught the scent of the map. He alerted the nearby gardener, who hauled me upstairs for that most eagerly anticipated of all human experiences—a chance to chat with an old girlfriend.

Even after all this time, Elaine still proved quite responsive to my natural way with words. Though she seemed a bit angry at first, I was quickly able to charm my way through her defenses, and very soon, she willingly offered me the map and her wholehearted support. Unfortunately, just as we were making up, a gust of wind from the open window caught the map piece and blew it away…

I bolted out of the bedroom in pursuit of the map (stopping only to collect a small token of our mutual passion: the oar that Elaine kept mounted over her bed). I chased the map outside, across the lawn, and into the trees—but all in vain. For, as I watched in horror, a larger gust seized it and carried it away to a distant cliff on the south edge of the island.

No way to retrieve it now: I would have to come back for it later. But, as long as I was here, I decided to help myself to a brief tour of Elaine's new mansion. I began by confiscating that pesky dog.

Heading around to the back of the house, I found some garbage cans by the kitchen door. Ever curious, I rattled the cans to see what might shake loose. I found nothing, but the noise attracted the attention of Elaine's

nasty attitude suggested a strong family resemblance to the now unemployed Bernard. Wildly brandishing his meat cleaver, the cook chased me around the mansion and back into the kitchen. I caught a fine fat fish out of the bowl in the table before beating a hasty retreat into the woods.

Back in Ville de la Booty, I ducked into Stan's Used Coffins to catch my breath. That obnoxious used ship salesman from my Mêlée Island days had evidently found himself another, even more grisly, line of work. I took a quick look around, accepted a souvenir hanky from him, and departed.

My encounter with the antique dealer over by the wharf was more profitable. I quickly procured, at fair prices, a well-polished old saw and a large brass ship's horn. I was also interested in the mirror hanging by the parrot's perch—unfortunately, so was the parrot. To distract him, I purchased a Beware sign farther down the wall, and hung Dread's parrot chow bag on the now-empty hook. After the parrot turned toward the food sack, I was able to purchase the mirror.

As I was paying for my selections, I found on the counter one more item of interest—the second piece to the coveted Big Whoop map! Unfortunately, the dealer's asking price was just a tad steep, and I was forced to return to Dread's ship without it. But, until I got my hands on it, that map piece was never far from my mind.

CHAPTER SIX:

I commit assorted acts of pillage and plunder, and secure the first map piece

Back on Dread's ship, I cudgeled my brains to discover a way to get Elaine's map piece off that cliff. The solution proved to include a brief return visit to Phatt Island, where I showed that braggart fisherman my fine fat fish. I then had to make a few threatening noises, but he eventually made good on his wager. With my new fishing pole in hand, I returned to Booty Island, and made my way to the cliffs on the southern shore.

The fishing pole worked as smoothly and easily as one of the Voodoo Lady's potions—right up to the moment that some stupid sea gull snagged the map piece off the hook, soared off to the northeast part of the island, and disappeared into a big tree. I cursed to think that she was probably going to make a nest out of my hard-won prize, and dashed after her as fast as I could go.

A spiraling series of holes had been drilled into the tree trunk, as though someone had once tried to build a stairway to the top. A sturdy plank jammed into the lowest hole confirmed my hunch—and inspired my next brilliant plan. Like most brilliant plans, this one was deceptively simple. I put Elaine's oar in the second hole, and climbed up to stand on it. Just as I was about to reach back for the plank to continue my way up the tree, the oar suddenly broke, and I crumpled to the ground, unconscious. I remained there for some time, tormented by wild dreams of dancing skeletons with shifting bones. When I came to, I collected the pieces of my broken oar, and set out for the woodsmith's shop on Scabb Island.

After getting my battered old oar fixed, I decided to try out my well-polished old saw. Finding the Men of Low Moral Fiber sound asleep, I decided that that fine hardwood peg leg would make a fine trial of my new blade. It might also distract the woodsmith from his shop, giving me an opportunity to borrow his hammer and nails…

That, I felt, was enough mayhem and pillaging for one day. It was time to drop into the Bloody Lip for a drink of strong grog. The bartender was glad to accept my library card as ID, though he was perhaps less glad to see *me* again. Along with my drinks (a Yellowbeard's Baby and a Blue Whale to go), the bartender (who was proving to be very generous man) gave me a free crazy straw. Wow. My mind reeled with the possibilities.

The entertainment in the bar that evening was Jojo, a rather stupid-looking monkey—so stupid, in fact, that when I stuck my banana on his metronome, he was instantly mesmerized. I tucked him into one of my larger coat pockets, and left the bar. (With Jojo and the organ, I figured, I at least had a profitable street act to fall back on if I retired from the pirate biz.)

It was high time to get back to Booty Island. That gull was probably laying her eggs on my map that very moment. Arriving at the Big Tree, I used my reinforced oar and the plank in alternating holes, and climbed to the tree house at the top. Before ducking inside the house itself to get the map, I ran up to the tiptop of the tree and grabbed a telescope. Inside the tree house, the gull proudly protected a huge paper junk pile—with my map somewhere underneath. Fortunately, it didn't take long for Guybrush the Wonder Dog to sniff out my prize. The first map piece was mine!

CHAPTER SEVEN:

I spit into the wind, and recover the fabulous Mad Monkey

Returning to town, I joined the spitting contest being held on the village green. It would add much to my reputation as a fearsome and unruly pirate to hold such a championship, and I applied myself to the challenge with my usual cunning and wit.

First, I amended the game to better suit my abilities. Blowing the ship's horn to distract the crowd, I quickly changed the field flags around to a more advantageous configuration. Second, based on my observation of Largo's spitting ability back on Scabb Island, I enhanced the quality of my projectile by mixing the blue and yellow cocktails into a vile, sticky, green concoction, which I sipped through my crazy straw.

As I stepped to the line, I noticed that a handsome young woman at the end of the bench was clearly smitten with me. She kept trying to get my attention with her long red silk scarf, which fluttered tantalizingly in the slightest breeze. Realizing that she was sending me a secret signal about the wind direction, I watched that scarf and waited until the winds favored me. On cue, I let fly my spitball with a loud "Ptooie!". The crowd went wild, and I collected a heavy bronze plaque in recognition of my unparalleled prowess with phlegm.

It occurred to me that such an impressive-looking plaque might be of some interest to the antique dealer. Upon entering his fine establishment, I asked him once again about the map piece, hoping that he might lower his price for the one-and-only conqueror of the Ghost Pirate LeChuck. He mentioned that he might be willing to exchange it for the fabulously carved figurehead of the Mad Monkey, a ship that had been lost at sea some years before. When I told him who I was, he was so awestruck that he also quickly agreed to buy my bronze plaque for 6000 pieces of eight.

Back outside on the town green, I perused my copy of "Great Shipwrecks of Our Century," looking for any reference to the fate of the Mad Monkey. The book was a veritable treasure chest of information—including the coordinates of the spot where the ship was lost.

Dread, of course, was disinclined to take his leaking sieve of a tub out on the high seas—and I would have been just as reluctant to be his passenger. Captain Kate Capsize, however, was more than willing to take me to the site…in exchange for all the money the antique dealer had just given me. On Dread's map, I showed her the coordinates I had found in the book. And, before I knew it, we were there.

Diving over the side of the ship, I descended to the darkest depths of the Caribbean, hoping against hope that the book's information was right. It was: I came to rest on the sea floor just a few feet from the wreck of the Mad Monkey. It was a simple matter to pull off the figurehead (which, I thought, bore a stronger resemblance to Bonzo than it did priceless work of art), step onto Kate's anchor, and return to the surface.

As promised, the antique dealer gratefully exchanged the second map piece for the monkey head. Two down, two to go. And I had a good idea about where I'd find piece number three.

CHAPTER EIGHT:

I consign Stan to a premature burial

The last bit of business to finish on Booty Island concerned my old friend Stan. During my Monkey Island adventures, Stan, you may recall, had bilked me out of a great deal of gold. Stan, it should be noted, sent me out on the high seas on a ship that barely floated. Stan, faithful readers will remember, was simply the most obnoxious man alive. If revenge is a dish best served cold, I was about to savor an iceberg-sized portion for myself.

Upon entering his used coffin shop, I set my scheme in motion by faking an interest in a good used coffin. Stan, ever eager to make a sale, gave me a personal demo of his most expensive floor model. As he sat in the coffin, chattering on about its useless features, I closed it, then used my hammer and nails and to seal him in. It's a good thing Stan was so enthusiastic about that particular model, because he probably spent quite a long time in there.

With Stan safely out of the way, I did a quick search of his store. Nothing much of interest…except a grisly-looking crypt key on the back wall. I had a hunch that the key opened one of the crypts in the Scabb Island cemetery. I had a chilling image of wandering the cemetery for hours, fumbling that key into the doors of endless dead people. It was certainly something to look forward to…after I cleared up a bit of confusion on Phatt Island.

CHAPTER NINE:

I get the better of Governor Phatt, and am introduced to Rum Rogers

The first thing I did upon our landing at Phatt City was use Kate's leaflet to cover the face on my wanted poster. That should confuse the Governor's moronic goons, I figured. I then took to the path on the left side of town, which led up the hill to the Governor's Mansion.

The mansion proved to be completely unguarded, which surprised me: if I were as amoral a scoundrel as Governor Phatt, I reckoned, I should have surrounded myself with much more vigilant security. I proceeded through the main gate, across the lawn, and into the house completely unchallenged; only at the stairs did I finally encounter one lone guard, the same ugly bruiser who had arrested me before—a man with fewer brains than your average head of lettuce. It was pathetically easy to convince him that the Governor Himself had ordered my release, and that he was urgently needed elsewhere in the mansion.

Stealing upstairs, I found Governor Phatt sound asleep, with "Famous Pirate Quotations" lying on his stomach. I used my 'Stupid Pirate Jokes" book as a replacement (The joke book had not failed to live up to its name). Quickly and quietly, lest I awaken the sleeping blob, I left the mansion and returned to town.

Meanwhile, back in town, my good friend Kate had unexpectedly come ashore, and even more unexpectedly gotten herself arrested. (Imagine that.) Though quite indignant, she was glad to see me, and even more glad to see my cell key. As she stormed out of the jail, I noticed that she'd left behind her envelope—a vanilla envelope containing a full bottle of near-grog. Of course I kept it: I was heading for the island's interior, and would probably welcome the refreshment.

Returning to the path, I eventually found myself beside a waterfall in the northwest part of the island. I climbed to the top of the falls for a better view, and came upon a shiny new water faucet…an odd thing to find in such a remote area. I found that the still mesmerized Jojo made a perfect monkey wrench, so I used him to turn off the faucet, and walked back down the hill. As I suspected, turning off the faucet had stopped the waterfall's flow, exposing a gaping hole in the rocks underneath. Entering the hole, I wandered through some decidedly non-primitive waterworks, which led to a sandy beach.

On the cliff above the beach I found a

small cottage, the residence of one Rum Rogers, a retired pirate with a penchant for privacy. I soon discovered that sweet-talking the old coot was useless, so I took a more aggressive tone…and goaded him right into the fatal mistake of challenging me to a drinking contest.

Rum may have been cranky, but he was a hospitable guy at heart. He brought me a full mug of strong grog, then returned to the liquor cabinet to get one for himself. While he was gone, I emptied the mug into the potted tree on the back wall, and refilled it with Kate's near-grog. Rum had lost that drinking contest before he even sat down at the table.

When my host passed out on the floor, I took a look around. What was it about this house that attracted treasure-hunters, and made Rum so vicious about his privacy? First, to shed some light on the subject, I opened the shutters by the front door, and put my mirror in the mirror frame on the back wall. Then I put the telescope in the hands of the giant monkey statue out front. A beam of light reflected from the telescope to the mirror to the brick wall in Rum's house, burning a spot onto a single brick. Gingerly, I pushed the brick. When the dust settled, I found myself in Rum's cellar, face to face with a grinning corpse. He had a lot to smile about, for in his right hand was the third map piece.

The chute on the left wall of Rum's cellar returned me to the beach. I hurried back to Dread's ship, confident that I would find the fourth piece awaiting me back on that dismal rock, Scabb Island.

CHAPTER TEN:

I have dealings with the dead, and am rewarded with the ultimate prize

No matter what time of day it was anywhere else, it always seemed to be a dark and stormy night in the Scabb Island cemetery. Drawing my overloaded greatcoat around me, I began to search for the crypt that fit Stan's key. It didn't take long: the key easily opened the second crypt in the cemetery, a small stone mausoleum remarkable only for the tiny cross atop its roof.

Entering the tomb, I perused my hard-won copy of "Famous Pirate Quotations," looking for anything by Rapp Scallion, the one-time proprietor of the beachside Weenie Hut. Next, I compared Rapp's words of eternal wisdom with the epitaphs on the various coffins. All too soon, I found what I was seeking.

My hands shaking with cold dread, my eyes half-closed to steel me against the specter of death and decay that awaited me, I slowly opened Rapp Scallion's coffin. When the lid was fully off, the chill moonlight illuminated the coffin's grotesque contents, and my eyes were filled with the horrible sight of…

Ashes. Just a pile of ashes. Rapp Scallion had been cremated! In a blinding flash, I recalled a dusty jar I'd seen on the shelves of the International House of Mojo, a jar labeled " Ash-2-Life.™" Quickly, I snatched up a handful of Rapp's ashes and dashed for the swamp.

Unfortunately, the jar on the shelf was just a store sample; and, even more unfortunately, the Voodoo Lady had forgotten the recipe. Fortunately for both of us, my well-traveled copy of "The Joy of Hex" had the information she needed, and I was soon on my way back to the swamp to have a nice friendly chat with a dead man about a map.

This adventure was getting creepier and more surreal by the moment, because the first thing Rapp wanted to talk about when he came to was his Steamin' Weenie shack. All these years, he had been tossing and turning in his grave, worrying that he'd left the gas on in his restaurant. (Just what I needed. A neurotic ghost.) Just to shut him up, I agreed to go check it out for him. He handed over the key.

I went up to the beach on the north side of the island, used the key to enter the shack, turned off the gas, hurried back to the cemetery, used the Ash-2-Life™ to resurrect Rapp a second time, and reassured him that he'd been right all along: the gas was on, but I turned it off. Eternally relieved, and ready to rest in peace at last, Rapp rewarded me with my ultimate prize: the fourth and final map piece.

CHAPTER ELEVEN:

Victory is won…and lost.

My final triumph was so near that I swore I could hear its heart beating in the trees as I returned to Woodtick, the four map pieces clutched tightly in my pocket. Within hours, I knew, I would enter history as the greatest pirate of all time…the first and only to discover the lost treasure of Big Whoop.

After providing my old friend Wally with a suitable replacement for his missing monocle (the lens from the Phatt Island library's model lighthouse), I was able to persuade him to reassemble my four map pieces into one master map. To repay his kindness, I ran a small errand for him while I waited. When I returned from this brief mission I found, much to my horror, that Wally was gone—along with my map. The hastily-scrawled message carved into his desk confirmed my worst fear: my old nemesis had been following me much more closely than I had imagined.

What should I do next? Clearly, there was nothing left for me on any of these miserable islands. The only loose end that hadn't been tied up concerned a huge crate that I'd notice on the bank of the swamp during my last visit to the Voodoo Lady. As long as I was caught in this dead end, I sighed, I might as well go check it out.

I climbed into the crate carefully, determined to make a thorough inspection of its contents. Destiny, however, had other plans. It took less than five seconds to decide that I wanted no part of this crate and its writhing cargo; it took even less time for the efficient minions of United Pirate Shipping to seal me into the crate and ship me off to parts unknown. My adventure had just taken a very different turn.

It was five long days before my reptilian traveling companions and I saw the light again. It was not daylight, nor starlight, that finally greeted my eyes, however—it was the red, eerie firelight deep inside LeChuck's own impregnable fortress.

CHAPTER TWELVE:

I am subjected to LeChuck's unique brand of hospitality

It was an enormous old castle, full of maze-like hallways that were similar enough to be disorienting, but different enough to let you know that you were completely lost. Of course, my long years as an explorer enabled me to maintain my bearings almost effortlessly. Off to the right of the crate, I discovered a staircase, which I followed up through a small passageway. I continued to bear right, and proceeded straight down a long hallway, finally emerging in a particularly dreary dungeon. To my dismay, I found my old friend Wally hanging around in the lower cell. The dungeon keys, he said, were kept in LeChuck's office. The map, I learned, was probably gone for good, but just in case, since Wally was my only link to the map, I decided to spring him.

Getting to LeChuck's office required some advanced trickery. Looking through my pockets, I found a spit-encrusted piece of paper containing the words to a bizarre song. I didn't quite remember ever hearing this song before—it was almost like something I'd heard in a dream once. The grisly lyrics sounded like something they might have sung at a truly demented surgeon's college: knee bones connecting to arm bones and and head bones and so on. Some of the odder verses described anatomical configurations that were downright kinky to think about.

Speaking of kinky, though, the lyrics did seem to describe the rather macabre artwork on LeChuck's walls. I looked at the first verse more closely. Though I don't recall anymore what the exact words were, it was probably something like "head bone to foot bone to hip bone." I wandered the long hallways until I found a wall panel with a head bone at the top, a foot bone underneath, and a hip bone at the bottom. As I pushed the panel, it opened into another hallway. Aha! Maybe I was onto something here…

I looked at the song's second verse, and again found a wall panel that matched the order of the bones. In fact, each of the song's verses had a matching wall. (I got lost once or twice, and found myself back at a central hallway that served as a sort of crossroads. From there, it was easy to begin again, with the first verse.) When I had gone through all the panels in the correct order, I found myself in front of the largest, heaviest, most imposing door I'd ever seen in my life.

LeChuck's office. It couldn't have been anything else. The door was guarded with many more locks than I had keys, but it was very easy (in retrospect, probably too easy) to let myself through the doggie door (Like everything else about this door, it was the largest one I'd ever seen—and I had no wish to meet the dog for whom it had been built.). Inside the office, the key was hanging just where Wally had said it would be. I reached for it…

…and the next thing I knew, I was hanging by my thumbs in LeChuck's dungeon, twisting in the breeze, an acrid green acid bath frothing gently below my heels. One booby caught in a booby trap. Or make that two boobies—for Wally was hanging beside me.

As I listened to LeChuck, it became apparent that his plans for me were nothing less than diabolical, so I kept him talking, stalling for time while I planned our daring escape. I soon learned that I couldn't reach anything in my pockets…except the green drink and the crazy straw. It was all I needed. When LeChuck left the room, I proved once again that they don't call me The Phlegm Master for nothing. First, I fired a wet glob of green at the skull shield hanging from the ceiling to my left, then a shot to the shield on the ground in front of me. This was all preparation for the final shot. Carefully swirling the spit in my mouth, I prepared for the moment of truth. Then I shot a big ball of it right at the skull shield. The well-aimed missile ricocheted off of several surfaces before thoroughly dousing the candle flame, putting my little buddy and me out of immediate danger.

We wandered, in total darkness, until I found some matches in the pink juju bag. I lit one…and that was the last I saw of Wally, LeChuck's fortress, and the room full of dynamite we'd somehow discovered… Leaping major island groups in a single blast, I was transported to Dinky Island—the home of the legendary Big Whoop.

CHAPTER THIRTEEN:

I find Big Whoop

When I came to, I was lying on the warm white sand of a beautiful west-facing beach, part of a scene so perfect I felt I'd stepped into a travel ad—except for the rickety still nearby, which was tended by my old friend Herman Toothrot and a rather chatty parrot who never stopped begging for crackers.

Talking to Herman turned out to be even more pointless and frustrating than usual, but the parrot had plenty of interesting things to say. It occurred to me that he might have belonged to one of the original Big Whoop gang: he certainly was eager to tell me where to go. I found a cracker in the barrel by the still, gave it to him, and listened closely. This bird and I were going to get along just fine.

Combing the beach, I also found a crowbar, an empty bottle, and a martini glass (which I filled with ocean water, and transformed into fresh water using the still). There didn't appear to be anything else of interest on the beach, so I headed into the jungle.

I wandered around for quite some time, bearing to the left, until I came to a tree with a small bag hanging from one limb. After breaking the empty bottle on the tree trunk, I used the jagged edge to slice the bag open. A box of cracker mix fell out at my feet.

Yeah. Cracker mix. Just add low-salt water—like the water in my martini glass—and before you could say "Where's that parrot?" I had two more crackers, just the thing to make a certain parrot very happy. Sure enough, back on the beach, the parrot cheerfully ate my crackers and told me everything I needed to know to get to Big Whoop.

Following the parrot's directions, I walked east (that is, to my right), until I came to a small pond. I first removed the rope, then used my new crowbar to open, the small box on the bank, which contained a bundle of dynamite, which (of course) I pocketed. From the pond, I took the middle path, continuing due east until I found the dinosaur. At that junction, I turned left, passing a topiary dolphin; then right (east) again at the rocks. And, suddenly, I was standing on the big black X that marked the spot.

Big Whoop was, at last, below my very feet. Little did I know then that my troubles were just about to get a whole lot worse.

CHAPTER FOURTEEN:

I kick butt. Again.

I got out my trusty old shovel, and began to dig. I had gone several feet, thinking that I would soon hit a box or chest of some sort, when my shovel hit a solid object…that is, a solid concrete wall.

No problem: I just used the matches to light the little bundle of dynamite, and threw it into the hole. After the dust cleared, I was standing on a pedestal inside what appeared to be a concrete bunker. There was a comfortably large hole in the ceiling over my head. And, on a second pedestal nearby, there was a wooden chest. THE chest.

Working quickly, I used the rope and crowbar together, and threw them over the twisted metal rods above me. Holding onto the rope, I swung over to the other pedestal to grab the treasure. I'm not exactly sure what happened next—a wind came up?—yeah, that's it, a gust of wind grabbed me…anyway, a moment later I was hanging by the rope, clutching the treasure chest. I was too far up to fall, and too loaded down to climb. I was swinging there, plotting my escape, when an unexpected visitor dropped in for a chat.

Elaine. Dear, faithful, brave Elaine. Her only thought was of saving me, but her rescue attempt ended in disaster. I fell, still clutching the chest, into the blackness of the pit with a resounding crash.

I was out of matches by this time, and, quite frankly, after my last experience, a little hesitant about using them, so I groped around in the darkness. I found a light switch and turned it on. I then found an E ticket - as if this hadn't already been the ride of my life. Turning around, I soon learned that I was not alone. I was, in fact, standing nose-to-nose with LeChuck himself.

It got worse. A lot worse. LeChuck, who had obviously sat through way too many "Star Wars™" marathons, opened with the cheapest shot in the history of psychological warfare. He told me that he was my brother. (As if this was a good reason not to kill him.) He also had a voodoo doll with my name on it, which he used remorselessly to torture me. (Some brother….) It was clear that I would have to fight fire with fire. I would build a doll of my own.

I explored the bunker, with LeChuck in constant pursuit. Passing the elevator, I found a couple of storage rooms. The first contained a helium tank and a broken grog machine. Out of habit, I hit the coin return on the machine…and a coin rolled out. Hmm. If LeChuck was really my brother, he'd find that coin hard to resist.

As I expected, LeChuck soon materialized before me, wielding his ghastly little doll. Then he noticed the coin. As he bent to pick it up, I quickly grabbed his underwear and gave him a wedgie that left him walking even funnier than usual. It didn't make him any less angry, mind you, but at least I had a piece of his clothing for my voodoo doll.

In the second storage room were hundreds of boxes—boxes of dolls, boxes of balloons, boxes of root beer. Since I knew from bitter experience that the root beer was useless, I helped myself to a doll and balloon. Then I moved down the hall to the First Aid room, a creepy-looking place furnished with all the usual instruments of medical torture. In the trash can, I found a two used surgical gloves. There was a syringe in the drawer (which, I thought, would do nicely as a voodoo pin). Lastly, I took the skull of one of the skeletons on the couch. If LeChuck and I really were brothers, then Dad's dead head would come in quite handy.

With LeChuck harassing me almost constantly, I returned to the first storage room, filled up the balloon and both surgical gloves with helium, and went to the elevator. There was a 900-pound crate in the elevator, but with the helium balloons in my pocket, I was just light enough to evade the elevator's overload mechanism. LeChuck, as usual, was right behind me. As he tried to board the elevator, I quickly flipped the lever, trapping his beard in the door. I put the little fibers into the juju bag with the underwear and the skull. Just one more ingredient to go…

The next time LeChuck appeared, I greeted him with Stan's clean, white hanky in hand. It took a few tries to get him to notice it before he whipped out that agonizing doll, but eventually he took the hint and wiped his nose before getting down to business. That was all I needed. I stuffed the hanky into the pink juju bag, and threw in the generic voodoo doll. Seconds later, I was ready to end LeChuck's miserable existence once and for all.

With the doll in one hand and the syringe in the other, I waited for LeChuck. The very instant he appeared before me, I used the syringe with the doll. The effect was immensely gratifying.

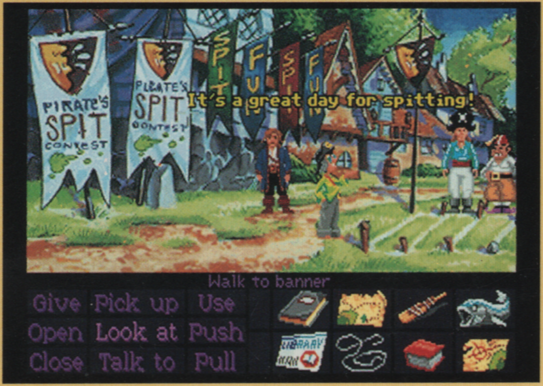
LeChuck was gone for good.

My parents were very much alive.

And life seemed as happy and carefree as a child's Sunday visit to an amusement park…

…at least for the moment.

PLAY MONKEY ISLAND 2:
LECHUCK'S REVENGE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- ❧ Laugh so hard milk comes out your nose

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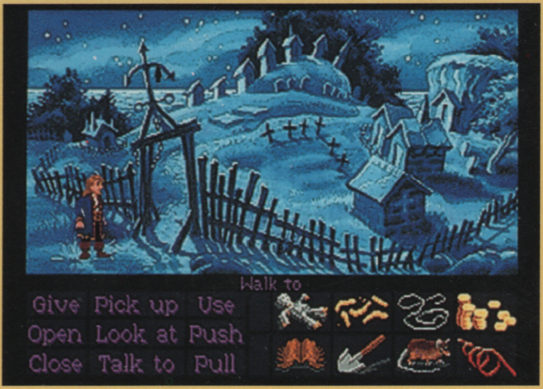
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